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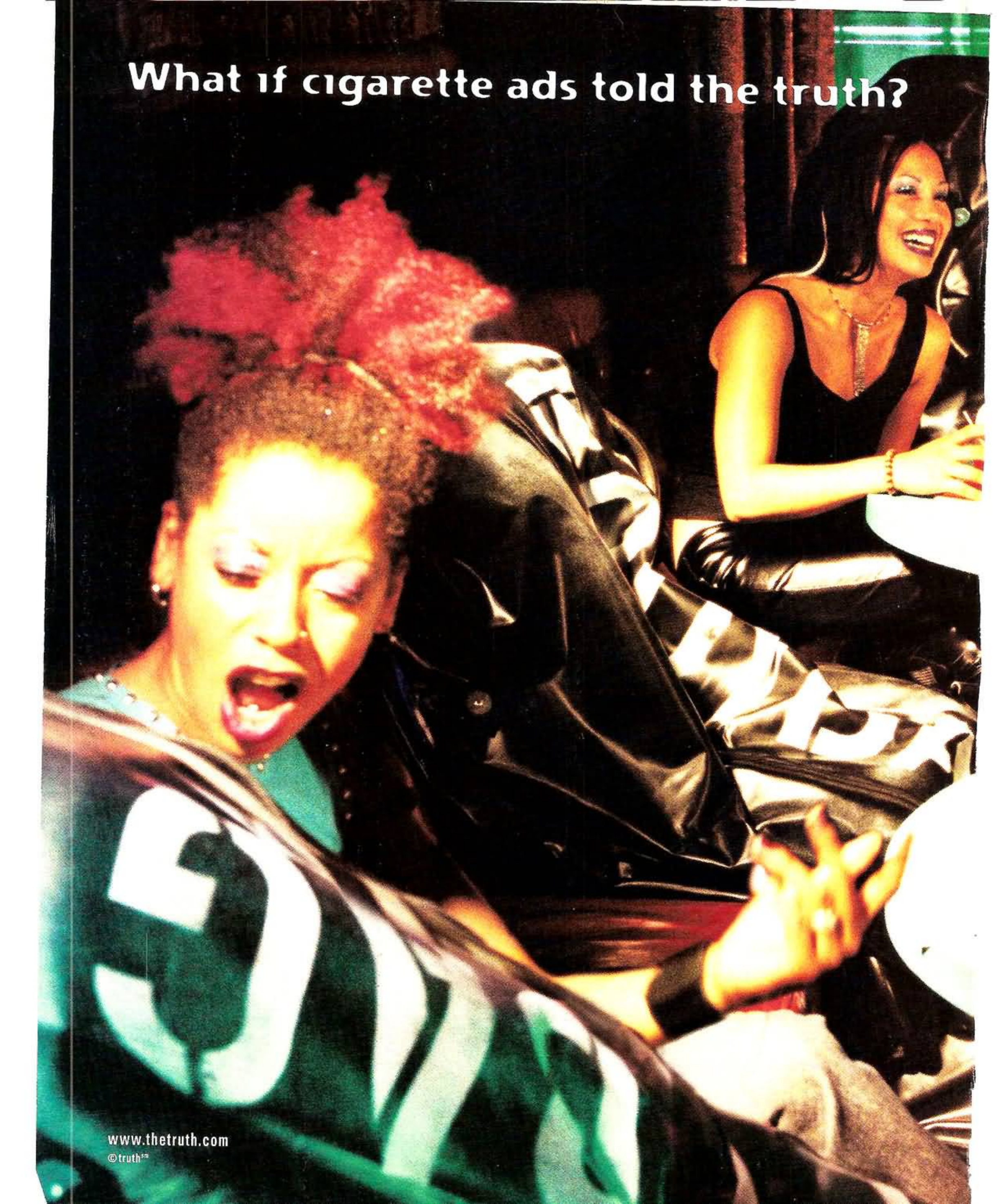
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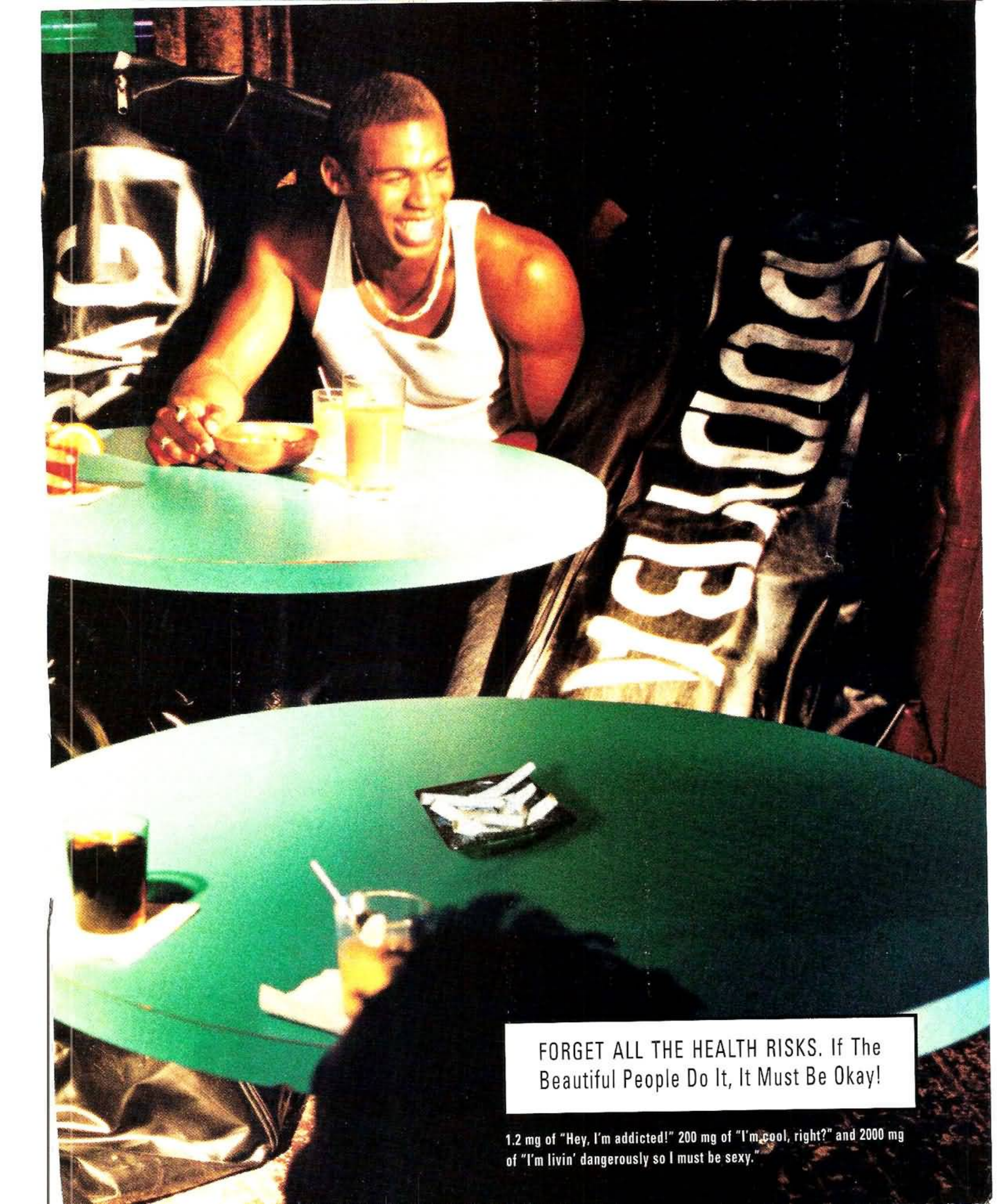
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HEY YOU, Pikachu!
TM
You caught a 25-inch MAGIKARP!
pg. 14
Pikachu wants to be your friend, but you'll have to smooth-talk the Pokémon into hanging out with you. The game's revolutionary voice recognition system will allow you to speak to Pikachu, and this month's Pokabulary lesson will teach you the buzz words.

WHAT, NO JAR-JAR BINKS?!?



Get up close to a galaxy far, far away with a sneak peek at *Star Wars:* Episode I: Battle for Naboo. LucasArts' second N64 game inspired by *The Phantom Menace* puts Queen Amidala's kingdom under fire. Learn what you're up against with a stellar look at the war in the stars.

pg. 30

QUACK TO BASICS WITH DONALD



Daisy Duck's been kidnapped, and the crankiest critter on webbed feet is on her trail. Get quackin' and don't miss the tricky collectibles on the way with a feather-ruffling waddle-through for Disney's Donald Duck: Goin' Quackers.

pg. 42

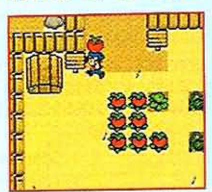
INDIANA JONES' WHIP SMARTS



He raided the Lost Ark, the Temple of Doom and the Last Crusade. In his latest adventure, Indiana Jones cracks his whip on the N64. Keep up with the Jones on an archaeological dig that dishes the dirt on the upcoming cliffhanger, Indiana Jones and the Infernal Machine.

pg. 56

HAVE A COW, MAN!



A new bushel of farming fun crops up in Natsume's Harvest Moon 2 GBC. This month's farm-fresh tricks are ripe with bumpkin business savvy and creative cultivating that'll having you plowing through the role-playing game before the cows come home. Get a moove on!

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GAME STRATEGIES

SPECIAL FEATURES

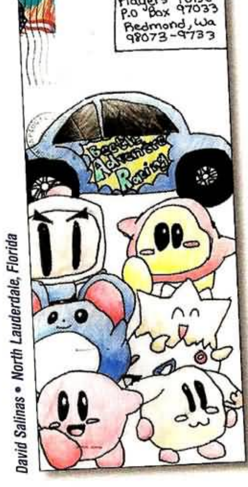
DEPARTMENTS

player's pulse

Well, it's official. Our readers' overwhelming choice for the best musical score is The Legend of Zelda: Ocarina of Time, which has the added bonus of providing you with your own instrument. Also, be sure to read on for some important information regarding the secret identity of GAMECUBE.

Sounds Good to Us

How are you guys? Do you ever get letters like that, asking about you? I think it's rude how people won't do that. They never actually care about the K.R.E.W. of Nintendo Power—and if it weren't for you guys, no one would have any fun! Any hey, about the music thing!



David Salinas • North Lauderdale, Florida

Chrono Trigger, Schala's Theme, one word: The Best! (Wait... counts fingers... *two* words.) Heh, heh. And also the Lavos Core 2 theme. It rocks, too!!!

Pam Horton
Garden Plain, KS

Pam, you'll be happy to know that, per your subliminal suggestion, we here at NP have started referring to ourselves as the NP KREW. Expect our new house techno album, with guest spinner DJ Crono, out later this year.

Truly, Banjo-Kazooie has the best score. Although each level has its own distinct tune, every puzzle piece has its own instrumental selection, and the instruments play the same tune assigned to that level. Play the game for 20 minutes—you'll get my point.

David (Extreme Banjo Fan)
Via the Internet

The game with the best score is obviously The Legend of Zelda: Ocarina of Time. The music always fits where you are in the game, and you can play your own, too!

Sam Shaheen
Littleton, CO

I am totally in love with the windmill song from Ocarina of Time, along with the one from Gerudo Valley. The songs in Ocarina have to be good, and they are!

Sugarfairy
Via the Internet

Zelda's music beats them all! The crazy windmill guy (whom I've named Bob) is cool, and where would we be without Sheik?!

Anonymous
Via the Internet

Bob? "Bob the Crazy Windmill Guy" does have a nice ring to it.

I know it sounds crazy, but I think Pilotwings has the best musical score. One day I decided to pop it into my N64, and before I knew it I was humming along while sailing in a hang glider. Who says newer titles have to get all the glory?

Jesse Morgan
Snellville, GA

Tony Hawk's Pro Skater has the best soundtrack ever! It's the perfect combination of heavy metal, punk and rock.

Tyler Evans
Columbus, OH



Leah • Las Vegas, Nevada

Don't ask me why, but ESP or something tells me that The World Is Not Enough will have the best music. Didn't you hear the bass in the "Surface" level of Goldeneye? Spy music rocks!

Nathan Wilcox
Saegertown, PA

Sometimes I feel like slipping into a polyester suit, putting on platform shoes and dancing to the great '70s tunes in Vigilante 8!

Eric Wilson
Via the Internet

I like the one that goes "Dun dun duh-duh... duh-duh-duh-duuun!"

Anonymous
Via the Internet

Um.... yeah. That's our favorite, too.

Project Dolphin-Cube?

I heard about the new Nintendo GAMECUBE, and I'm superexcited! But will there be two new Nintendo systems—the Dolphin and the GAMECUBE?

Anonymous
Via the Internet



J. Sallemi • York, Pennsylvania

Background Art • Gemred

I just read an article on the GAMECUBE at nintendo.com, and I was wondering if this is the system that was code-named Dolphin, or something different?

Mitch Fick
Cedar Rapids, IO

I love the Game Boy Advance—it looks awesome! PS—What is the GAME-CUBE?

Yvonne
Via the Internet

The response to Nintendo's new systems has been overwhelming but also a bit bewildering, so let's set the record straight. GAMECUBE is, indeed, Project Dolphin. Dolphin was simply the code name used by developers. We hope that clears up the confusion.

You're Kidding, Right?

Hey guys, why don't you add a toaster function to GAME-CUBE so I can bake brownies while I play?

Benjamin Yackshaw
Via the Internet

It wouldn't work. Have you ever tried to stuff brownies into those little toaster slots?

Getting a Bad Rap

Why does everyone call Wario a bad guy or villain? Wario is the best darn character ever invented. He is my idol! Sure, he gave Mario and Toad some trouble, but now he has his own trouble! People like Captain Syrup want his treasure, and a giant clown is trying to take him out. He is pure good and needs his own sports game. Wario Bowling anyone?

Adam Weigel
Gretna, LA

It's obvious that Wario has gotten to you, too, Adam. The nasty naysayer actually receives a lot of fan mail, and we suspect he's bribing the readers of NP.

It's a Secret to Everyone

I was wondering how you determine the order of games on the Power Charts.

Garry Dailey
Via the Internet

In a word, darts. No, seriously, if you flip through the magazine you'll see sections called the Player's Poll Contest and the Game List—you can find them by looking in the Table of Contents. Our readers decide which games they think are the best, write them on the card in the Player's Poll and send the card in. Then we count them all. Yes—we actually DO count every card, and by hand, too! So if you want a say in which games make it to the Power Charts, send in your card.

While We're on the Topic

It has come to my attention that not all games are on the Game List. While looking for my top five Game Boy games, I saw that Revelations: The Demon Slayer wasn't on the list. What's up with that?

Anonymous
Via the Internet

We have hundreds and hundreds of games and couldn't possibly list them all—unless you want a magazine the size of a dictionary. Besides, then we'd get people casting throw-away votes for old-school games like Color a Dinosaur.



David Greene • Vancouver, Washington

An Odd Question

I was wondering how Super Smash Bros. got started. I mean, did they all just start fighting, or what? It doesn't make sense!

Eric Reiter
Renton, WA

Apparently, Mario left a whoopie cushion under Captain Falcon's seat. Samus then retaliated by slipping itching powder into Luigi's overalls. One thing led to another, and, well... you know the rest.

Ask Dr. Science

I was playing Perfect Dark, and I noticed that on the first level the moon looks huge! But, as the game is set in the future, it should look tiny! The moon is actually moving away from the earth at a rate of approximately six inches a century. So why does it look so close?

J.D. Weatherly
Waterford, MI



Adam Kretzer • Ottawa, Kansas



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power charts

With so many new games cropping up, we're expecting a big shake-up on the normally rock-steady power charts. Will Majora's Mask, Banjo-Tooie, Pokémon Gold and Silver and all the others finally displace the old favorites? Only your votes will tell!

NINTENDO 64 TOP 20

1 THE LEGEND OF ZELDA: OCARINA OF TIME



2 PERFECT DARK

3 GOLDENEYE 007



Here it comes! Joanna Dark has crept into the number two slot and is just an inch away from claiming number one—it's good to see older readers getting a chance to make their voices heard. But, as the continued success of Goldeneye and Ocarina shows, games don't need a Mature rating to provide a great gaming experience.

	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1	THE LEGEND OF ZELDA: OCARINA OF TIME	NINTENDO	2	23
2	PERFECT DARK	RARE	4	3
3	GOLDENEYE 007	RARE	3	47
4	POKéMON STADIUM	NINTENDO	1	6
5	SUPER SMASH BROS.	NINTENDO	5	17
6	TONY HAWK'S PRO SKATER	ACTIVISION	6	5
7	DONKEY KONG 64	NINTENDO	7	8
8	KIRBY 64: THE CRYSTAL SHARDS	NINTENDO	9	2
9	WWF WRESTLEMANIA 2000	THQ	11	8
10	JET FORCE GEMINI	RARE	14	11
11	HARVEST MOON 64	NATSUME	10	8
12	BANJO-KAZOOIE	RARE	12	27
13	MARIO PARTY 2	NINTENDO	13	4
14	SUPER MARIO 64	NINTENDO	15	49
15	POKéMON SNAP	NINTENDO	8	14
16	EXCITEBIKE 64	NINTENDO	17	3
17	ARMY MEN: SARGE'S HEROES	3DO	—	10
18	MARIO KART 64	NINTENDO	16	45
19	STAR WARS: ROGUE SQUADRON	LUCASARTS	18	21
20	MARIO GOLF	NINTENDO	—	3

GAME BOY TOP 10

1 POKéMON (RED, BLUE, YELLOW)



2 THE LEGEND OF ZELDA: LINK'S AWAKENING DX

3 POKéMON TRADING CARD GAME

The Game Boy Power Chart's top three haven't changed in so long, we're considering laying off some NP staffers. Although, in an attempt to save their jobs, it seems that Wario is inciting a small rebellion of his own. Can the grimacing goon stage a full-scale Pokémon coup? Viva Wario!

	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1	POKéMON (R,B,Y)	NINTENDO	1	24
2	THE LEGEND OF ZELDA: LINK'S AWAKENING/DX	NINTENDO	2	91
3	POKéMON TRADING CARD GAME	NINTENDO	3	5
4	POKéMON PINBALL	NINTENDO	4	14
5	SUPER MARIO BROS. DX.	NINTENDO	6	10
6	JAMES BOND 007	NINTENDO	5	31
7	SUPER MARIO LAND 2: SIX GOLDEN COINS	NINTENDO	8	93
8	KIRBY'S DREAM LAND 2	NINTENDO	7	59
9	WARIO LAND 3	NINTENDO	—	1
10	DONKEY KONG LAND	NINTENDO	9	63

MOST WANTED



1. GAMECUBE
2. BANJO-TOOIE (N64)
3. ZELDA:TRIFORCE SERIES (GAME BOY)
4. GAME BOY ADVANCE
5. POLARIS SNOCROSS (N64)
6. HEY YOU, PIKACHU! (N64)
7. MEGA MAN 64 (N64)
8. ARMY MEN: SARGE'S HEROES 2 (N64)
9. SPIDER-MAN (N64)
10. AIDYN CHRONICLES: THE FIRST MAGE (N64)

Hmmm... interesting. We can only hope it doesn't have anything to do with the Skull Kid. It makes us wonder if Joanna knows how to play the Ocarina.

A Moment of Silence, Please

I'll keep this letter as simple as possible in the hopes that it will be published. I waited for Earthbound 64 forever. In fact, the only reason I bought an N64 was for that game. Now I hear it's been cancelled! This is the biggest mistake in the history of Nintendo!

Bo Koerber
Abberville, SC

Bo, your letter speaks to game players everywhere—including quite a few NP staff members. Earthbound is one of the finest games ever created, and we were as heartbroken as you to hear that Earthbound 64 is no longer scheduled for release. But fear not! A little bird tells us that Shigesato Itoi, the creative genius behind the Earthbound series, will be developing titles for GAMECUBE. We'll let you know as soon as we have any details. In the meantime, don't just let your N64 collect dust—check out Harvest Moon 64 if you're looking for an offbeat RPG experience.

Mom and Sarge Always Know Best

My mom is always asking me, "Do you know what to do when your clothes catch on fire?" So to get away from it all, I play Army Men: Sarge's Heroes. But I discovered that when someone blasts you with a flamethrower, you have to stop, drop and roll! I didn't get much of a break, did I?

Anonymous
Bedford Hills, NY

It's always nice to be able to apply video game knowledge to the real world. Check out the latest Write Away, Right Away section below for more on this "burning" issue.

SK8 PNKS 4 EVR

Paul Habalewsky, our Player's Poll contest winner from April, was lucky enough to score a trip to beautiful Woodstock, Illinois. Not only did Paul take home a signed Birdhouse skateboard, he had a chance to meet the board master himself, Tony Hawk. Later, the two played a little Tony Hawk Pro Skater on the big guy's tour bus. Our sources claim that Tony is one of the nicest guys you'll ever meet, and that he also knows all of his games moves and cheat codes by heart!

Paul and Tony take a break from thrashin' to give us a smile. Check out that groovy tour bus in the background!

WINNER!



Eric Goodwin • Londonderry, New Hampshire



Andy Mazur • Ludington, Michigan

WRITE AWAY RIGHT AWAY!

You may not have Mom quizzing you on fire safety, but we're certain that our readers have learned a clever trick or two from their gaming experiences—and we want to hear about them. Send us your craziest or most amazing story about how a video game helped you out in a real life situation.

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Get news about recent releases and upcoming games for all Nintendo systems. Call for help on Perfect Dark, Pokémon Stadium, Resident Evil 2, Donkey Kong 64, Jet Force Gemini, Shadow Man, Hybrid Heaven, Duke Nukem: Zero Hour, Pokémon Snap, Super Smash Bros., Shadowgate 64, Castlevania, *Star Wars:* Episode I: Racer, Quake II, *Star Wars:* Rogue Squadron, Banjo-Kazooie, Yoshi's Story, Diddy Kong Racing, Mortal Kombat 4, Mission: Impossible, 1080° Snowboarding, Quest 64, Forsaken 64, Duke Nukem 64, Bomberman 64, Quake 64, Mystical Ninja Starring Goemon, Mischief Makers, GoldenEye 007, Star Fox 64, Super Mario 64, Turok: Dinosaur Hunter, Turok 2, Turok 3, Doom 64, *Star Wars:* Shadows of the Empire and Mortal Kombat Trilogy for the Nintendo 64. There's also help for Super Mario World, Yoshi's Island: Super Mario World 2, Donkey Kong Country 1, 2, and 3, Illusion of Gaia, Lufia II, Super Metroid, Secret of Evermore, Chrono Trigger, Final Fantasy III, Super Mario RPG, Breath of Fire I and II and Ultimate Kombat 3 for the Super NES; Crystalis, Wario Land 3, Pokémon Red, Blue, Yellow, Gold and Silver, Pokémon Trading Card Game, Conker's Pocket Tales, Shadowgate Classic, Wario Land II and DKL 3 for the Game Boy; and any Zelda game. This call may be long distance, so be sure to get permission from whoever pays the phone bill before you call.

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NEW AND IMPROVED, NINTENDO.COM WILL SOON COME WITH AN EASY-POUR SPOUT!

Big changes are afoot at nintendo.com, as we're in the process of updating and revamping our Internet home. It'll be like a good spring cleaning, except it's autumn and we're not actually cleaning anything.





The arrival of fall means that lots of things are in the air: long football passes, tons of multicolored leaves and, of course, change. Keep checking nintendo.com for more info.

nintendo.com

It's been in the works for months, and now we're entering the home stretch. Change is coming to nintendo.com, and NP readers will be able to get in on the ground floor. The new site will boast unmatched depth on all things Nintendo, like complete game strategies and walk-throughs, brilliant maps and even interviews with game designers. There will also be an expanded sense of community—you'll be able to chat with fellow Nintendo enthusiasts from around the world and post up-to-the-minute messages on our bulletin boards. We're even going to plug in a great new search engine, so you'll be able to locate the exact info you need in a heartbeat. Other goodies to look forward to include improved audio and video files, info on an ever-expanding list of Nintendo games and, of course, brand-new codes and cheats. Nintendo Power subscribers should also be pleasantly surprised by a closer link to the magazine, as well as subscriber-only specials. It all kicks off at the end of November, so stay tuned! You won't want to miss a single byte.

IT'S LINK-TASTIC!



No more hours of searching the web in a vain attempt to track down information on The Legend of Zelda. It's all at zelda.com, and it's more fun than a Goron all-you-can-eat rock buffet.

zelda.com

In celebration of Nintendo's latest release, zelda.com is now all Majora's Mask, all the time. You can check out the site for character descriptions, great strategy pages and loads of screen shots. You'll also find plenty of interactive activities and games, like a computerized jam-fest on the ocarina and an option to change the website's look by selecting different masks. Keep surfing back, though, because in just a few weeks zelda.com will evolve into an umbrella site for all things Zelda. For those of you who consider yourselves masters of Hyrule, there will be a Zelda Aptitude Test—see if you have what it takes to make it into Zelda University. And, if you're like most of us and need a little help, we'll have complete walk-throughs for all six Zelda games, including the original Legend of Zelda and even Link's Awakening. It's the biggest thing to hit the world of Zelda since that giant moon!

QUICK BYTES



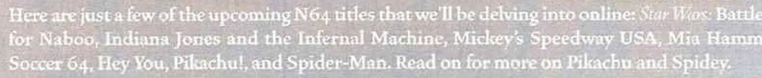
We don't have all the info yet, but it looks like there will be two huge new sites launching before the end of the year. The first is for Banjo-Tooie, the great new game from the folks at Rare, and the second is a massive site for Donkey Kong Country GBC—also a Rare production. We'll let you know more as soon as we have the details.





Mario Tennis is holding its own as the best-selling Nintendo 64 game in America, and our tournament is still going strong. If you're one of the unlucky few who haven't experienced either the game or the site—mariotennis.com—do yourself a favor and check them out.

GAME PREVIEWS



Here are just a few of the upcoming N64 titles that we'll be delving into online: *Star Wars*: Battle for Naboo, Indiana Jones and the Infernal Machine, Mickey's Speedway USA, Mia Hamm Soccer 64, Hey You, Pikachu!, and Spider-Man. Read on for more on Pikachu and Spidey.



Stuck on a level? Need to get unlimited ammo? Want to try out that cool trick to make football players headless? Nintendo.com has a huge selection of codes for games both new and old. Click on the Code Bank section of the site for all your cheating needs, and be sure not to miss our exclusive Code of the Week, which is updated, well, weekly.



There's plenty of Game Boy news coming down the pike, and you'll get the straight skinny at gameboy.com. Upcoming game announcements, great pics and loads of information about the Game Boy Advance will make their way from our hands to your screen in the coming months.

PIKA? PIKA!

The little yellow Pokémon with a heart the size of a continent finally has its very own game, and it seems only fitting to give it a website, as well. Although the URL has yet to be decided, you'll be able to link there from pokemon.com. Expect the Hey You, Pikachu! site to have pictures, strategies and helpful suggestions for what to tell Pikachu as you wander through its world.

ARACHNO-MANIA

Who can shoot webs, lift a bus above his head, and scale sheer walls like they're covered in molasses? If you said Mario, you're wrong and we're concerned. The answer is, of course, Spider-Man, and he's swinging onto your N64 later this month. We'll give Spidey plenty of webtime, including some vertigo-inducing screen shots, Quicktime movies and more strategy than you can handle. We're also sure that a few villains will force their way into the picture... Doc Oc, anyone?



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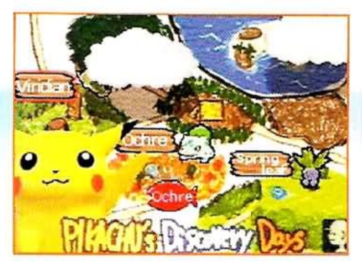
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EVERYONE E CONTENT RATED BY ESRB

Pal around with Pokémon in Hey You, Pikachu!, an interactive experience that lets you talk to the pleasingly playful Pikachu.

The fun-filled antics in Hey You, Pikachu! don't add up to a game in a traditional sense. There aren't specific, set goals, there's no running score to tell you how you're doing and there's no competition of any kind. Instead, Hey You, Pikachu! is an interactive activity that encourages you to build a relationship with the incredibly cute creature while slowly working out the things you can and can't do in each area. You and Pikachu enter many different areas where all sorts of things are happening. You and your new Pokémon buddy will also meet up with other Pokémon that need your help. You will round up vegetables for Bulbasaur's dinner party, baby-sit for Butterfree and locate lost Poliwag. As you do things Pikachu likes, it'll become more attached to you, until you're the best sort of friends.







SPEAKING PIKACHU'S LANGUAGE

You need to be patient when trying to talk to Pikachu—it's a wild Pokémon that's new to this sort of communication. Always get Pikachu's attention or make sure it's listening before you tell it to do something or give it advice, or it may not hear you at all.

The PokéHelper





The PokéHelper will keep track of your days together, rating and points. After you pass his test, he'll give you his PokéHelper device, which allows you to communicate with Pikachu.

Getting Pikachu's Attention



Press the Z Button and say Pikachu's name to get its attention. You should see a message saying that Pikachu heard you calling it. Pikachu might even come over to where you are to listen.

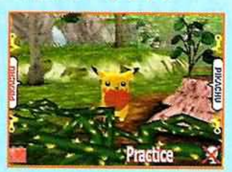
What Pikachu Understands



Pay close attention to the red words that appear when Professor Oak talks to you or when you press the B Button while hovering near an item. The red words are words that Pikachu understands. Say them.

Watching What Pikachu Does





Don't just babble on and on to Pikachu. Pay attention to what it does—you might get a clue from its actions. When it picks up an item and shows it to you, it's asking what it should do with the item. It will listen if you answer.

Reading Pikachu's Thoughts

Thought bubbles that often appear over Pikachu's head give you clues to what it is thinking. Try to remember what each symbol means and then do what you think is best to help Pikachu out with whatever it wants.



The question mark means that Pikachu is confused and didn't understand what you just said to it. If you're sure you still have its attention, try again, remembering to push Z as you speak slowly and calmly.



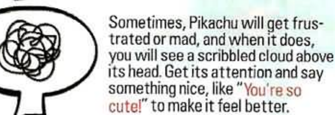
If you manage to get Pikachu's attention, an exclamation point will appear over its head. You may also see a message confirming that Pikachu heard you call it. Once you have its attention, you can talk to it.



When Pikachu has an idea, a lightbulb will appear in its thought bubble. After the lightbulb appears, it will look over at you and try to make you understand its idea. Pay attention to what it does.



The flower means that Pikachu understands what you have told it and there's a good chance it will do whatever you've told it to do. Don't tell it to do something else before it finishes your first request or task.



Sometimes, Pikachu will get frustrated or mad, and when it does, you will see a scribbled cloud above its head. Get its attention and say something nice, like "You're so cute!" to make it feel better.



HEY YOU, PRACTICE!

Your first adventures with Pikachu are a good time to practice communicating with the Pokémon. It takes a while to get the hang of all the different things you have to do to make it understand you. You won't be able to move very far away from Pikachu at first, and you won't be able to pick objects up, either. Just practice speaking clearly into the microphone so Pikachu understands you.



Gain Points and Discover More





Each "day" that you play with Pikachu, you'll go to a new place with interesting things to do. Try to figure out how to complete some of the tasks in each area, but don't worry if you can't figure them all out. You'll still earn points, and you'll get better as you play.



A FRIEND, INDEED



After Pikachu has taken you to a few places and you've practiced talking to it and playing with it, Professor Oak will give you a Toolbox where you can keep all sorts of helpful, interesting or just plain fun things. Professor Oak will also teach you new actions that you can perform without Pikachu's help.

Get the Tools and the Talent





Professor Oak will give you the Toolbox and show you how to open doors and pick things up with the A Button. The Toolbox is an invaluable resource that stores all of your coolest stuff, including items, snacks and even vegetables from the fields.

A Pikachu Apology



Pikachu steals the Toolbox, then runs away. You have to chase Pikachu to get it back. Pikachu will apologize for stealing the Toolbox with a gift, which makes you invite him to live with you.

PIKACHU'S DISCOVERY DAYS



Once you're Pikachu's roommate, you can choose where you will go. When you walk up to the sliding glass door, a map of Pikachu's Discovery Days will appear. The areas in Discovery Days are just like the areas you practiced in and have similar tasks. You can't pick things up and hand them to Pikachu.

A Pokémon Picnic: Part 1





Bulbasaur's menu will change from day to day, and it's usually best to get the three ingredients on the list Pikachu writes up before you head out. If Pikachu shows you one of the correct ingredients, say "OK." It will call Magnemite to take the ingredient away. You might need more ingredients than the list shows. Try it out.

A Field Trip: Part 1





The field isn't very big, but Pikachu still likes to run around and explore it. Pikachu loves the taste of Strawberries. Tell it to "Taste It" or "Eat It," to make Pikachu happier. Pikachu also likes to walk up to the Oddish and the weird radishes that just look like Oddish. When Pikachu manages to greet the Oddish before the Oddish walk away, something very special will happen.

Caring For Caterpie: Part 1





Butterfree asks Pikachu to baby-sit the Caterpie in its care. It loves kids, so it agrees to help. Pikachu doesn't have to do much besides feeding the Caterpie when they begin to change color and bounce up and down. Pikachu can get the rosebuds that Caterpie eat in many ways. Watch what Pikachu does, and try not to interrupt it when it's trying to feed the Caterpie.



Gone Fishin': Ochre





Pikachu absolutely loves to fish. It will become extremely happy after you help it catch a few Water-type Pokémon. Encourage it by saying "Pull," "Reel it in," "Pull it," "Pull harder," and "Hang on." You can come back again and again to try to catch bigger fish. Your biggest catches are recorded.

PIKACHU'S PLAY DAYS



Beyond your bedroom door and through the gate just across from it lie Pikachu's Play Days. The Play Days give you a bit more freedom—you can move away from Pikachu and you can pick things up to hand to it, which helps a great deal, especially for the Pokémon Picnic. There are many things to discover in the Play Days, so don't forget to check back in the Discovery Days—new areas open up as you proceed.

A Pokémon Picnic: Part 2





It's much easier for you to help Pikachu with Bulbasaur's list. Pick up the items you know are on the list and hand them to Pikachu by moving in close to your new friend. Pikachu will take the items then look to you for confirmation that it should call Magnemite. Remember those extra ingredients, and try to explore a little if you have time after you've picked up all the ingredients.

A Field Trip: Part 2





Your second Field Trip has a lot more stuff for Pikachu to play with, and there might even be a place for you to spend all those Pika Points you've been earning with your other activities. You'll pick up a watering can on the first Field Trip you take in Pikachu's Play Days, which you can use to water any plants or Grass-type Pokémon that might be in the area. Is that an Oddish Pikachu sees?

Little Lost Poliwag: Part 1





Pikachu is on a mission to find the lost Poliwag that are scattered around the misty docks. Walk very carefully around the planks that often dead-end, and don't get too close to the little Water-types—send Pikachu after them, instead. Try saying "Poliwag" like the "pole" in tadpole rather than the "poli" in "Poliwog." Gather as many Poliwag as you can, then find Squirtle.

The Piñata Party





Pikachu and his Poképals are partying on the beach with a Poké Ball-shaped piñata. You should probably give Pikachu advice on which direction to move before you tell it to "Swing." Try "Go right," "Go left," "Wrong way," "Back up" and "Stop." You can also try saying the names of the Pokémon that are in the direction you wish Pikachu to move. Try to hit as many piñata as possible—but don't fret if you can't right away.

PROFESSOR OAK'S INSIGHT

After you've explored most of what Pikachu's Discovery Days and Pikachu's Play Days have to offer, Professor Oak will contact you to conduct a little more training, which gives you two more modes that make it easier to direct Pikachu's actions. Pikachu Mode (top C) helps you find Pikachu, and View Mode (bottom C) lets you direct Pikachu to specific things you're looking at.

Try Out New Techniques in Pikachu's Playground





Professor Oak wouldn't just teach you new modes without testing your ability to use them. He takes you to Pikachu's Playground, where you'll train with the View Mode. By now, you must know that Pikachu can use its powers (Thunderbolt, for example) to get flowers and other things out of trees. But how in the world did Pikachu get on the other side of the ditch? That cave might have something to do with it...



PIKACHU'S DARING DAYS



After you've completed Professor Oak's Special Training, he will let you know that Pikachu's Daring Days are available to you. Take the left gate outside your bedroom door to explore the new area, which is similar to Pikachu's Discovery Days and Pikachu's Play Days but a little bit more difficult. There are many new things to discover in Daring Days, which may lead you to uncover things you haven't found in the earlier areas.

Daring Do





You'll use all the skills you learned in the previous areas and the new skills you just learned in Professor Oak's Special Training in Pikachu's Daring Days. Each area is a tougher, more complex version of similar areas before it. Try doing familiar things in areas similar to the others you've visited.

PIKA-CLUES, PIKA-NEWS

There is always something new in Hey You, Pikachu! Every area has many different activities, and some tasks and items randomly change every time you visit. There are even new areas of Discovery Days and Play Days that open as you play. You can play in the bedroom and yard as long as you like—you'll never run out of time. Every area has its secrets. Try to discover them.

Your House





When you win objects or place them in your Toolbox, they will appear in your bedroom and around your house. Some things will be on the bookshelf, while others, like flowers, will show up in your garden. Call Pikachu then say "TV" or "Quiz Time" to take the Pokémon quizzes that ask "Who's that Pokémon?"

New Parts of Discovery Days





After you've played many of the Discovery Days and Play Days, more fishing holes will open in Discovery Days. If you purchased a lure from Abra on one of your many field trips, you should be able to catch really, really, really big Pokémon. Who knew Starmie could grow so big? Pikachu loves catching big fish. It will be very happy if you manage to land the big one.

New Parts of Play Days





If you do very well with the Piñata Party, you might be allowed to stay overnight in the campground. The Haunter from Olivine will wander over, but Pikachu has probably got some way of scaring it off. After you spend the night, you will take a Lapras ride over to an island for an exciting Treasure Hunt! Pikachu loves finding treasure. Make sure you open as many chests as you can.

END OF DAYS?

Hey You, Pikachu is an innovative way to interact with Pokémon and your N64. It might take you a while to feel really comfortable with the controls, but once you've had a bit of practice, the game (and Pikachu) begin to get under your skin. Remember to speak slowly and clearly so that the voice recognition hardware understands you, and don't give up if you don't get the best results the first few times you try. The first few rounds are for practicing, so pay attention to the words in red and Professor Oak—you'll do just fine.

Where's Pikachu off to Now?

WINTER STARTS THIS MONTH AS THE GORONS ARE RENDERED SNOWBOUND BY MAJORA'S PLAGUE OF EVIL. HELP THE GORONS THAW OUT WITH THE HOTTEST TIPS FOR ZELDA'S SECOND DUNGEON.







THE GORON ADVENTURE

In last month's The Legend of Zelda: Majora's Mask strategies, you learned how to masquerade as a Deku Scrub to undo the evil that Majora had spread across the Southern Swamp. This month, you'll learn the secrets for conquering the epic adventure's second dungeon, Snowhead Temple. Set in the mountains north of Clock Town, the land of the Gorons is stuck in a deep freeze thanks to Majora. Warm things up for the mountain dwellers by learning how to take the Goron Mask to task.







HEADING FOR THE HILLS



A wall of ice blocks your path to the northern mountain. If you touch the subzero wall, it will temporarily freeze you. Keep your distance and use the long-range bow to get in. Aim it at the icicle above so that it shatters the frozen blockade.



In addition to arrows, bombs will help you scale the mountain. Before starting your expedition, buy a bomb bag at West Clock Town's Bomb Shop. Once it's in your inventory, you'll be able to find and carry snowball-blasting bombs.

MOUNTAIN VILLAGE

1 TINGLE'S MAP



When you reach point 1 on the map below, set your sights skyward to spy Tingle floating overhead. Shoot him down so you can purchase his map for the area.

2 GATEKEEPER



At point 2 is the entrance to the Goron Shrine. On Day 1, a Goron gatekeeper will wait there to let you in. On Days 2 and 3, the gatekeeper will be on the move, rolling around Goron Village in a snowball.

3 CRYBABY GORON



Enter the snowbound Goron Shrine to talk to the crying baby whose deafening wails are making the Gorons' case of cabin fever even more intolerable. The baby will tell you why he's so sad.

GHOST OF DARMANI

The great Goron hero, Darmani, trekked through the snow to Snowhead to find out the source of the cold winds that blow from the mountains and into his village. Darmani failed his mission, and now he's just a ghost who's haunted by his failure. To help him rest, journey to point 4 on the map below to meet up with the owl who'll set you on your way.

4 AFTER THE OWL



When the owl flies to the Lone Peak Shrine, its feathers will land on invisible platforms. Hop to each feather to cross the crevasse and enter the cave.

5 LENS OF TRUTH



Inside the shrine, you'll find a treasure chest containing the Lens of Truth. The magic-using lens will enable you to see things that are invisible to the naked eye.

4 SIGHTS UNSEEN



Focus the Lens of Truth on the circular shadow at point 4 to see the ghost of Darmani. Talk to him, then follow the spirit across Mountain Village to the stream by the smithy's chalet.

GORON GRAVEYARD

Darmani will float up the cliffside at the village stream. Stay close to his ghostly tail by skipping across the water in Deku form. On the opposite shore, use the Lens of Truth to spy the snow-covered rungs of the cliffside ladder. Climb it, then enter the Goron Graveyard at 7. Inside, play the Song of Healing, then push the gravestone.

6 CLIFF CLIMBING



SONG OF HEALING



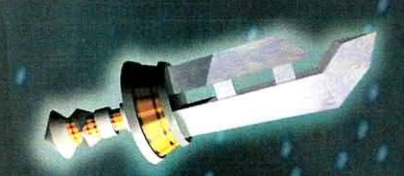
7 STONE PUSHING











GORON MASK

By playing the Song of Healing to Darmani's ghost, you'll earn the Goron Mask. Put it on to inhabit Darmani's body. As the Goron, you'll be stronger, but you won't be able to jump or swim.



Tap the B Button three times in a row to unleash a one-two punch followed by a slam. Darmani's swing can be difficult to use in fights, but it works well against the rolling snow boulders.



Press and hold A to curl into a ball, then use the Control Stick to roll in the direction you'd like to go. At maximum speed, you'll drain magic power and spikes will sprout from your balled-up body.

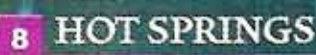


If you press and hold A and then tap B, you'll pound the ground with earth-shaking results. Use the seismic force of the Goron pound to shake open the Goron Shrine's entrance and knock over enemies.

GORON ELDER AND HIS BABY

The crying Goron baby in the Goron Shrine wants his daddy, and you'll find the father frozen in a snow boulder at point 9 on the map on page 21. On Day 3, the iced Goron Elder will be near the owl statue across from the Mountain Smithy's chalet. Defrost the Goron Elder so he can teach you the song that will silence his son's crying. The father will teach you the song only if you've spoken to his son beforehand.





8 HOT SPRINGS



After you've moved Darmani's gravestone to unclog the hot springs, bottle some water, then quickly pour it onto the iced-over hole at point 8. Inside the grotto is another hot spring.

9 MELT ELDER



Bottle the hot spring-water steaming in 8 to defrost the Goron Elder's snow boulder at point 9. Tatl will glow green to let you know when you're close to the snow boulder that houses the Goron Elder.

SLEEPING SONG



The Goron Elder will teach you a few notes of the Goron Lullaby. If you play the intro to the crying baby inside the Goron Shrine, he'll teach you the rest of the song before falling asleep.



WEATHERING THE STORM

Once you've learned the entire Goron Lullaby from the baby, you'll be able to make your way into Snowhead Temple. As Darmani, roll up the steep grade to the left of the owl statue across from the Mountain Smithy's chalet. If you cruise over the ramps at full speed, you'll be able to clear the gaps to reach point 10 on page 21.



10 GORON GUSTS



Use the Lens of Truth to see the wheezing Goron giant seated in front of Snowhead Temple. His heavy breathing generates the blizzard that prevents you from reaching the temple.

SLEEPING STORM



Put the giant Goron to sleep by playing the Goron Lullaby. Once the windbag has fallen asleep, the blizzard will stop and you'll be able to trek to the temple entrance at the summit.

FAIRY'S FOUNTAIN



Beneath the spiral path to Snowhead is the local Fairy's Fountain. The maps on pages 23 and 24 show all 15 fairy locations. If you need to use the lens to see them, the sprite on the map will appear in a magnifying glass.

SNOWHEAD TEMPLE


1

Inside the Goron dungeon, you'll find the Fire Arrow, a magic-using item that will charm your bow with hot properties. To reach the enchanted arrow, you'll have to trudge through a number of dangerous rooms. The first of them is home to White Boes. Slash them as Link, then exit as Darmani by pushing the block down the hall.



DUNGEON MAP AND THE FIRST KEY


2

The Real Bombchu will blow itself up if it gets close to you, but it won't be able to blast you if you're on top of the platform. From the safety of the raised area, detonate the Real Bombchu with one of your arrows. Once the dust has settled, open the chest for the map.


3

Pull the block to uncover a passage containing a key. Pocket it, then push the block along the sunken area in the floor. When you push it to the point farthest from the entrance, a chest will appear. You won't be able to reach it yet, so leave it for later.


4

When you exit room 3, turn right and aim your bow at the torch by the red doorway encased in ice. Shoot an arrow through the flame and into the ice, then enter the door you've just thawed out. On the other side, use your key to open the locked door.

COLLECTING THE COMPASS


5



A Wolfos foams at the mouth in room 5. Target the canine, then deflect its attacks with your shield and strike back right after it claws at you. Once you've put the dog to sleep, bomb the cracked wall to expose the stairs to room 6.

FLOOR TWO TACTICS




6

Aim high. Shoot the icicles on the ceiling so they fall and shatter the ice on the pillars. Once the tops of the pillars are clear, jump across them. On the ledge, Goron-punch the snow boulder to uncover a key.


7

Goron-pound the ledge's yellow switch. As Link, jump to the column you've raised, then hop to the opposite ledge. Slam the green switch, then pound the yellow column. As Link, climb the green column and jump to the exit.



BATTLING WIZROBE

8



Wizrobe guards the Fire Arrow in 8. Reach him by rolling across the ramp in 19. When you cruise up to 13's doorstep, turn right, roll over the snowbank to the next drag strip, then race across.



Wizrobe will teleport from floor tile to floor tile. Hit him when he materializes. After you get a few good whacks in, Wizrobe will teleport faster and unleash his freeze ray at you.



Wizrobe will project an illusion of himself onto each floor tile. If you don't hit the real Wizrobe, he'll freeze you. Once you've defrosted, quickly move away since the icy puddle can refreeze you.



The real Wizrobe is the one who spins in place. Swiftly scan the room to find the spinning Wizrobe, then let an arrow fly at him. If you station yourself in a corner, you'll have a primo vantage point.



PLAYING WITH FIRE

Your victory against Wizrobe will earn you the Fire Arrow. The magical weapon can melt ice, so use it as your ticket into the frozen doorways. Head downstairs to room 9 to find the first targets for your new weapon.

9 FREEZARDS



The Fire Arrow uses precious magic, so aim carefully. Your targets are the three Freezards and the ice barricade. If you melt them all, you'll be able to snag a key in a treasure chest.

10 LAVA BASEMENT

Exit room 9 through the blue doorway, then hang a right and go downstairs. Shoot the Fire Arrow at the frozen flower, then burrow into its bud as the Deku Scrub.

11 FLOWER FLIGHT



Launch out of the flower to fly to another flower blooming high atop the ledge. Take flight again to reach room 11, then light all three torches simultaneously to unlock the exit.

12 CAGED SWITCH



Goron-pound the switch to raise the temple's central column. Return to 2 and stand on the platform. Melt the Freezard and eye switch for a lift to the other half of floor two, then head for 13.

13 THIRD FLOOR



Use the Fire Arrow to melt the ice at 13, then climb the stairs to the third floor. When you reach the top of the stairs, turn right. Roll across the snowbank to room 14 and use your key.

E
Boss
18
15
16
17
F
FOURTH FLOOR

E
From Pg. 23
14
20
F
THIRD FLOOR

THIRD AND FOURTH FLOORS

14 EENO SENSE



When the snowball fight breaks out, dodge the Eenos' projectiles and retaliate with the Fire Arrow. A direct hit will melt the frosty foes into puddles.

15 LIZALFOS LAIR



Upstairs, the two Lizalfos lizards will try to scorch you with their fiery breath. The quick way to chill the reptiles is by Goron-pounding the ground as Darmani.

16 TOP OCTAGON



When you exit room 15, you'll be at the bridge that stretches across the top of the octagonal tower in the center of the temple. Cross it to reach room 17.

WIZROBE'S RETURN

17





Antsy for a rematch, jumpy Wizrobe will zap his freeze ray and teleport between the glowing floor tiles in the arena. Use Z-Targeting to sidestep his icy assaults. Survey your surroundings in first-person view, then fire at the spinning Wizrobe when you spot him among his clones.

AT THE TOP OF THE TEMPLE

Probably the trickiest part of Snowhead Temple is reaching the boss's room. Although raising the column in the central room enabled you to bridge the gap to room 17, you can no longer cross any of the lower floors' bridges. Your goal is to reach stairway F on the map, and to do so, you must shorten the column. Head to the lower floors once you have the Boss Key and begin downsizing the pillar. Look for the blue sections of the column, which you'll be able to remove Jenga-style.

18 BOSS KEY



Once you've defeated Wizrobe, the barred doorway in room 17 will unlock. Enter it to reach the treasure chest that contains the Boss Key.

19 SECOND FLOOR



Work your way down to room 19. Darmani can pack a punch that can clobber away the blue sections of pillar, so sock it to the two pieces on the second floor.

20 THIRD FLOOR



When you're finished shortening the pillar from the second floor, head up stairwell D. Roll across the snowbank leading to 14, then punch out the final pieces of pillar.

21 SNOWBALLING



By punching away all four blue sections of the central column, you'll shorten the pillar, enabling you to walk to the snowball-filled bridge. As Darmani, clobber the snowballs.

22 ROLLIN' ON

With the snowballs out of your way, you'll be able to go up stairwell F. At the top, curl up as Darmani and race across the bridge to reach the boss chamber.

BATTLING GOHT

Masked mechanical monster, Goht, chills in a block of ice. As long as the bull boss is in Snowhead Temple, winter will continue to keep the Goron Village in its icy grip. Help springtime arrive by defrosting Goht with a Fire Arrow.



TECHNIQUE 1



The safest way to battle Goht is as Link, and it's also the slowest way to slay the boss. If you're patient, stake out the entry alcove and fire your arrows at Goht when the bull runs past your sights.



You'll be able to land more shots on Goht if you stand on one of the snowbanks along the perimeter of the bull's circular path. When the coast is clear, break open the track's brown jars to replenish your supply of arrows.



Goht will try to charge you, and its stampeding will cause stalactites to fall from the ceiling. Stand your ground and keep firing. You can shoot regular arrows faster than the magic Fire Arrow, so stick with your basic missile.

TECHNIQUE 2



The quicker, more exciting way to defeat Goht is to chase after the bull as a balled-up Darmani. Roll after Goht at top speed, crashing into jars to keep your magic power fueled up, then ram the boss with your spiked body.



During the running of the bull, continue ramming Goht until it retaliates by firing an energy beam at you. Swerve out of its way when you see it coming, or you'll be stopped in your tracks.



Maintain top speed so you're able to keep the spikes on your body poking out. You can ram Goht multiple times if you zigzag between its legs when you make contact. With enough hits, you'll trip up Goht into a fatal collision.

SPRINGTIME

GREAT FAIRY'S GIFT

With the defeat of Goht comes the arrival of springtime. New things will be in bloom, and your magic power will be able to blossom if you return all 15 Stray Fairies to Snowhead's Fairy's Fountain. As your reward, the Great Fairy will extend your magic meter.





DEMOLITIONS AND DERBIES

The spring thaw will enable you to reach the Goron Village's Goron instructor, who'll teach you how to use powder kegs. Only Gorons can use the heavy-duty explosive, and only after the demolitions expert in the village's tunnel has certified them. Once you've gotten his approval, you'll be able to use the powder keg to make an explosive entrance into the Goron Racetrack, where you'll compete for gold dust.



BOMB SQUAD



In spring, visit the powder keg instructor inside the tunnel in Goron Village. Talk to him as Darmani to take his test. The instructor will give you a lit powder keg. Deliver it to the Goron Racetrack before it blows.

BOMBING RUN



Heave the powder keg across islands 8 and 1 on the Mountain Village map on page 21, then turn right at the entrance leading to the Mountain Smithy's region. Toss the keg up the ramps, then leave it at the boulder.

ROCK AND ROLL



Once you've blasted away the boulder blocking the Goron Racetrack entrance, you'll be able to compete in the Goron games. If you gather no moss and cross the finish line first, you'll win a bottle of gold dust.

SWORD UPGRADE

The bottle of gold dust you win at your day at the races will be good for a sword upgrade at the Mountain Smithy. Before the smithy can use it, though, you must first upgrade your Kokiri Sword to a Razor Sword. Since the upgrade costs 100 Rupees, you'll need the 200-capacity Adult Wallet from the banker in West Clock Town. If you deposit at least 200 Rupees, he'll give you the fatter wallet.



Once you've upgraded your sword to the Razor Sword (the process takes until sunrise), bring your sharper blade back to the smithy and give him gold dust for a second upgrade.



With gold dust, the smithy will be able to sharpen your sword into the Gilded Sword. The superior blade is the longest and most powerful blade the smithy can forge.





TO THE RANCH

With two dungeons completed, you'll be ready to spend a day or three at the beach west of Clock Town. Before you go, you'll need to reunite with your steed, Epona, who's corralled at Romani Ranch. Head for the greener pastures by strolling down Milk Road southwest of town. And make sure you bring a powder keg. The new explosive is your ticket in.

LEGO MINDSTORMS™

SITUATION

NAPOLEON NEEDS TO BE TAUGHT BRAVERY

MISSION

CREATE EL TORO BOT

CAMERA DETECTING: COLOR ››››› ACTION: ANNOY DOG

Products sold separately

1



2



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STAR WARS EPISODE I BATTLE for NABOO

THE QUEEN HAS FLED... NABOO IS IN CHAOS... HELP US, GAVYN SYKES, YOU'RE OUR ONLY HOPE!

TEAR NABOO APART UNTIL YOU FIND THESE PLANS!

Good morning Lieutenant Sykes. *This is Captain Kael, reporting to you on behalf of our commander, Captain Panaka. Our allies at LucasArts Entertainment Company LLC, in cooperation with Naboo spies, have managed to secure a copy of the Trade Federation plans for the invasion of our home world—and the news is grim indeed. The greedy Trade Federation is sending a gigantic invasion force, and I fear that our capital city of Theed will fall within hours of its landing. Queen Amidala has fled Naboo under the protection of Jedi Knights Qui-Gon Jinn and Obi-Wan Kenobi, and the entire planet is in chaos. Trade Federation forces are enslaving our people and looting our farms, smashing both the Gungan and Naboo alike. We of the Royal Security Forces are the only thing standing between freedom and total annihilation, so heed the plans well—many Nintendo Power staffers gave their lives to bring us the information.*





VITAL STRUCTURES

Comm Satellite

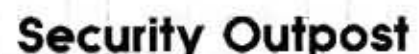
The following is a report on the battle readiness of Trade Federation forces. Our Comm Satellites are already in orbit around Naboo. Each one of the communication centers is heavily shielded and armored, and we feel that an assault by Naboo's Royal Security Force, or RSF, would be suicidal. We have taken the precaution of spacing out the shield generators, on the slim chance of a rebel attack.





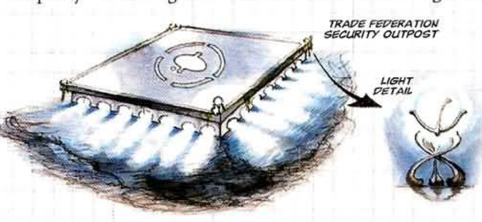






Security Outpost

Below, you will find a schematic of our security outposts. We have quietly placed them at strategic locations around the planet, and they will be fully operational by the time of our invasion. Each outpost is guarded by heavy weaponry—including laser cannons and rapid-fire missile launchers—and well-illuminated, so enemy ships will be spotted long before we are within blaster range. Once we take Naboo, any guerrilla forces will have to wipe out the outposts before launching a counterattack.



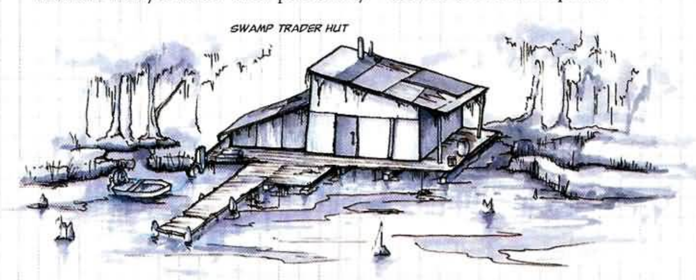




Swamp Trader Villages

If our invasion plan has a weak point, it is its inability to predict the resistance of the locals. While recent invasions of similarly sized planets encountered little in the way of guerrilla warfare, the people of Naboo feel a tremendous sense of loyalty to their leader, Queen Amidala. Below, you will find the standard design of a Swamp Trader Hut. Naboo swamp traders are a loosely organized community, and their nomadic lifestyle makes them particularly well suited to avoid detection. Note the lack of defenses and escape routes. Our plan is to take advantage of that oversight by locating as many trader villages as possible and bombing them into nothingness. By completely destroying a number of villages, we hope to set an example and force the locals into submission. The Trade Federation must not allow the nomads to unite with the Royal Security Forces—such an alliance would be a devastating blow to our invasion plans.

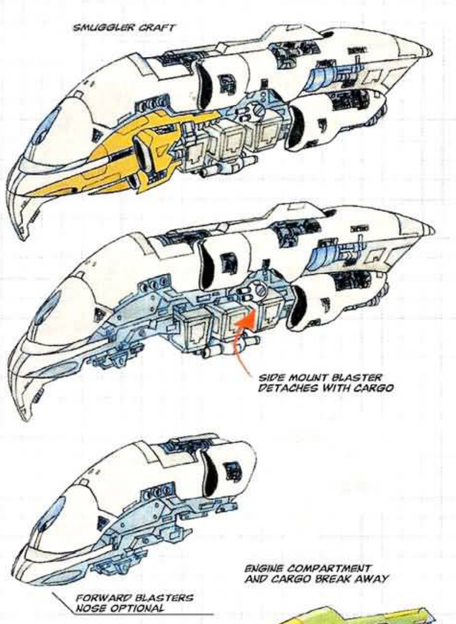






CRAFT, SHIPS AND SPEEDERS

Naboo is an enormous world of swamps, water and grasslands, and as such, we will be forced to fight a number of battles on land. Most Naboo speeders are designed for simple crowd control, but they can be dangerous in the hands of a skilled pilot—or a farmer defending his family.



The Smuggler Craft



There are reports that Borvo the Hutt has hidden a Smuggler Craft, shown to the right, somewhere on Naboo. Slow and bulky, the ship has been a favorite of the Hutts for generations. While it possesses limited defensive capabilities, the craft is covered with nearly impenetrable armor, and it will take a lucky shot or a well-placed mine to bring one down. The Trade Federation feels that Borvo could be convinced to aid the resistance if the price were right, but that anyone who can be bought by one side can also be bought back by the other. It will be worth our while to keep close tabs on him—you can bet that RSF pilots will be escorting him if they manage to strike an alliance.

SINGLE BLASTER

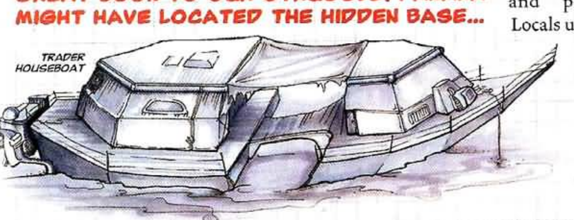


Gunboats and Houseboats

Take a first look at our newest craft, designed specifically for the Naboo invasion. The gunboat, located on the bottom right, is heavily armored and armed with both blasters and devastating Projectile Launchers. It is also capable of reaching incredibly high speeds and possesses a turning radius second to none. A fleet of our gunboats is capable of wiping out any water- or land-based resistance that the RSF can put up, but it's vulnerable to attack from the air. We have hidden the Trade Federation Gunboat at a secret base in the Naboo hills, and it awaits the order to strike. On the bottom left you will find a Swamp Trader Houseboat. The craft is slow, bulky and poorly armored. Locals use them to shuttle goods between villages, but we suspect that they'll use them to escape once our village bombing runs commence. Our pilots should have no trouble taking them out.



SYKES, THAT GUNBOAT WOULD BE A GREAT BOON TO OUR STRUGGLE! PANAKA MIGHT HAVE LOCATED THE HIDDEN BASE...



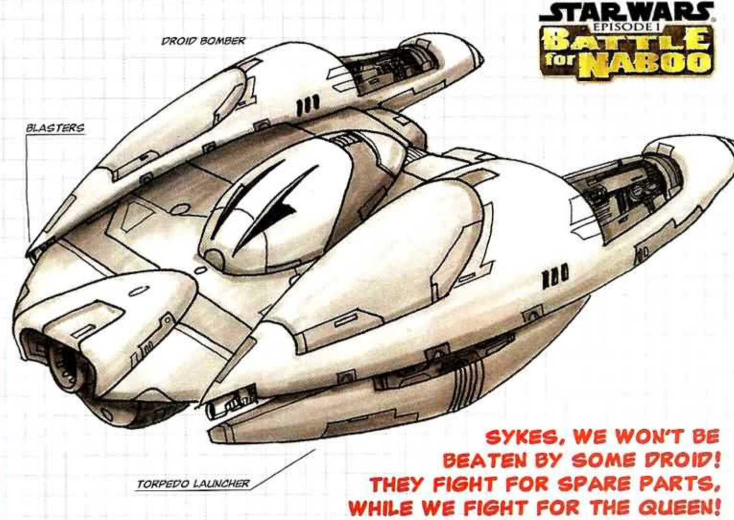


Droid Bomber

The workhorse of our fleet, the Droid Bomber represents the pinnacle of Trade Federation technology. Well-armored and possessing both a blaster cannon and torpedo launchers, the Droid Bomber is capable of striking quickly and holding its own in an extended dogfight. The craft is also able to drop massive amounts of artillery in a short period of time, making it the perfect ship for our needs. By using droid pilots, we also remove the element of unpredictability. Unlike a human pilot, a droid will continue to fight until it is incapable, no matter the odds. The only disadvantage to a droid pilot is its skill—despite advanced technology, we have found that human pilots possess a greater ability to innovate, which can be invaluable in battle. Much work has gone into our AI, however, so they now have the ability to perform evasive maneuvers when fired upon. Note that while most of the Naboo arsenal—including Heavy STAP's, Flash Speeders and Police Cruisers—will pose little threat, the Naboo Starfighter is of some concern. Our spies were unable to secure schematics, but we know from experience that the Starfighter is incredibly quick and maneuverable, as well as armed to the teeth. Analysis show that a handful of Starfighters, if flown by skilled pilots, could take down a whole squadron of our Droid Bombers—even if they were vastly outnumbered. Destroying the Starfighters while they are still on the ground must be a top priority of our invasion force.







SYKES, WE WON'T BE BEATEN BY SOME DROID! THEY FIGHT FOR SPARE PARTS, WHILE WE FIGHT FOR THE QUEEN!

LONG ODDS AND A HARD ROAD

As the plans demonstrate, LucasArts has put a great deal of work into the Battle for Naboo, but we won't try to make your mission seem prettier than it is. The Trade Federation has us outspent, outmanned and out-gunned. All we can do is fight with our our wits, our heads and our hearts. You, Gavyn Sykes, will join Captains Panaka and Kael in leading the ragtag RSF forces. You'll fly Speeders, STAPs, Cruisers and Starfighters—sometimes changing ships in the middle of a mission. You'll hug the ground at high speeds, cruise over dark waters at night, and dogfight five-on-one in the cold reaches of space. Swamps will come alive with frogs and insects, while a majestic soundtrack—based directly on John Williams' score—shadows your every move. The rendering engine of Rogue Squadron has been rewritten from the ground up to provide you with crystal-clear views of terrain, backgrounds, ships and enemy blaster fire. Droid pilots are smarter than ever, and their new ships are more deadly than ever. We also hear that there are many secrets waiting to be unlocked—and judging by the hidden craft in Rogue Squadron, we must find them if we hope to be successful. Destroy the Trade Federation, Sykes! Victory for the Queen, and freedom for Naboo!






Diet Soda
YOGURT
Gregory Farms
APPLE JU
EXTRA LARGE
GORDON'S
TEEN
T
CONTENT RATED BY ESRB
Animated Violence



Mickey, Donald and the rest of the Disney Gang are ripping up the roadways from sea to shining sea, searching for a purloined pup named Pluto in Rare's retooling of a classic "Kart" racer.

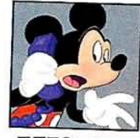


A trio of rotten little weasels has taken Pluto for a joyride across America, forcing Mickey to call in a rapid response team of beloved Disney characters. The dog doesn't seem to be in mortal peril, so the rescue party has time to tune up its go-carts in a series of races across fruited plains, near purple mountains' majesty and through grimy parking garages.



A GANG OF GEARHEADS

You'll start with a selection of six racers who drive three types of cars. Pete and Goofy like muscle cars with a high top speed, while Daisy and Minnie prefer zippy rides that are quick off the line. Donald and Mickey have well-balanced autos.







MICKEY · DAISY · GOOFY · PETE · MINNIE · DONALD

WEIGHT
HANDLING
ACCELERATION
TOP SPEED

PUNISHING POWER-UPS

Professor Von Drake has left helpful, item-filled barrels at specific locations on the tracks. After you pick up a barrel by driving through it, a few seconds will elapse before you'll be able to use the item inside it.

Oomph power-ups are the same as Oomph tokens. The Stormy Weather will put a debilitating rain cloud over your opponents.



The Baseball Chucker fires a ball in front of you. Be careful—it can ricochet.



Magno Flyers will track down opponents ahead of you then dive-bomb them.



Your rivals will spin out and stop if they hit a splatter from your Paint Splotcher.



If you're lagging behind, the Shield Shell will give you a boost in speed and invincibility.



You'll blast down the track at high speed if you give your car a sip of the Spritzer.



The Trace Chaser launches a remote control car to take out nearby racers.



TRAFFIC TROUBLES

Although you can race any of the first three circuits at the start of the game, Traffic Troubles is perhaps the least troublesome and a good place to practice.

INDIANAPOLIS


1

You don't need to go 500 miles on the famous track at Indy to win the first race in the Mickey's Speedway circuit. Easy turns and an expansive straightaway make the forgiving course a breeze. A good start should carry you through the entire race if you avoid major mistakes and opponents' attacks.



It's relatively easy to fight off opponents when they try to pass you on the gentle curves. Do as little turning as possible to keep your speed up.

SAN FRANCISCO


2

Don't let the beautiful vistas distract you as you jockey for position on roads near San Francisco Bay. A handful of tight turns can shake things up in a packed field, but the course should be easy to master after a few practice runs.



Sharp curves often come at the bottom of big jumps, so be ready to turn when you come back down to earth. You'll fly farther if you align your car with the direction of the track before you use a Turbo Pad to go over a jump.

NEW MEXICO


3

Peel out on the southwest's parched pavement then desert your opponents in the high desert. The twisty track rewards quick fingers and peppy acceleration, but more sluggish racers can even the odds with strategically placed power-ups.



Paint Splotchers are the most common—and useful—power-ups you find in New Mexico. You can toss the paint in front of you or splatter it behind you. Try to leave paint on the far side of turns to surprise opponents.

GRAND CANYON


4

The final course in the Traffic Troubles circuit is far and away the most challenging of the bunch. Forks in the road give you multiple options for tackling the track, but you should try to stay as close to the inside as possible. A zipper turn in the middle of the course can quickly quash your chances for a win.



Watch for a shortcut at the start of an uphill straightaway. It won't give you a tremendous lead, but every second helps when you're racing for a trophy.

MOTOR WAY MANIA

From the frontier freeways of Alaska to the busy docks of Philly, Motor Way Mania will keep you twitching with twists and turns.

LOS ANGELES


1

The City of Angels is just as renowned for its gridlock as it is for its car culture, but you won't have any trouble reaching your car's maximum speed on L.A.'s figure-eight track. Watch out for Baseball Chuckers if you're in the lead.



A quick start is critical to winning the short Los Angeles stage of the circuit. Wait until Huey fires up all three red lights before you hit the accelerator. If you spin out at the beginning, you may as well start over.

ALASKA


2

The Land of the Midnight Sun would be a beautiful location for a race in July. Think about that fact while you contend with snow and ice during your wintertime race. The short, slippery course is long on obstacles, like the mounds of solid ice in the middle of the road.



The course splits at two locations, offering alternate—but not equal—routes to the finish. As always, your best bet is to stay on the inside track.

LAS VEGAS

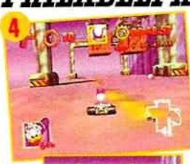

3

The bright-light city's gonna set your car on fire, or at least cause you to wreck, if you don't anticipate the many sharp turns on its race course. Until you learn all deceptive pitfalls that lie ahead—like a fissure in the road—you'll be gambling when you take the lead.



A narrow bridge across a chasm near the end of the course can help you shave points off your time. If you stray over the edge of it, however, you'll ensure your defeat.

PHILADELPHIA


4

There's no brotherly love on the dockside course in Philadelphia, just plenty of moving crates and other obstacles. Brave racers can cut the distance around the track by threading the needle between the dock edge and metal pylons.



Power-ups aren't as plentiful on the course as they are elsewhere, so you may want to take a brief detour up a ramp before a warehouse entrance. The barrels there may give you the boost you need to win.

FREEWAYPHOBIA

After a quick spin through the wide-open landscape of South Dakota, you'll face tough turns on the mean streets of three American cities.

DAKOTA



The Dakota course is a short route through the midwestern countryside— a quick and dirty race before you move on to the later stages of the Freewayphobia circuit. Watch out for a soggy patch of earth that can slow you down to a crawl, but don't overcompensate to avoid the muck. A jutting wall prevents wide turns.



A hairpin curve just after the course starting point may send you hurtling into the wall before a tunnel if you don't turn with care. The nearby Turbo pad will help get you back in the race if you go off course.

NEW YORK



Navigating the mean streets of the N.Y.C. race course would give even the most experienced cabbie fits. High curbs and right-angle turns may give you trouble aboveground, but it's the twisting tunnel that requires the most care.



A narrow stretch of pavement separates two water-filled ditches near the start of the course, so you should try to stay near the center of the course to avoid a slowdown.

SEATTLE



The Emerald City is more of a midnight blue when you race at night. Speed through the city streets then negotiate the junkyard and storm sewer before you start the loop again. There are plenty of Turbo pads to propel you forward, but too much speed can send you careering into walls.



A ramp allows you to take the high road before you reach the entrance to the storm sewer, but you may not gain much time unless you approach the ramp at full speed.

CHICAGO



The Windy City has its share of weather-related driving hazards, but you won't have to worry about them on its underground race course. Instead of fighting wind and sleet, you'll wind up ramps and through narrow tunnels while avoiding pipes.



A very narrow ramp along a wall leads to an excellent shortcut through a narrow tunnel. Be prepared for a right-angle turn just inside the tunnel.

WINNING IS JUST DUCKY

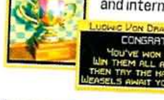
You'll receive a trophy if you're ranked first, second or third after completing all four races in a circuit. If you come in first, you'll probably get other cool prizes, such as a new cheat or an additional racer.



Take first place on the first three Amateur circuits to unlock Dewey, a solid racer who favors lightning-fast acceleration.



Win gold trophies on the first three Intermediate circuits to unlock Louie, whose car features excellent handling.



It's good to try out the courses at the amateur and intermediate levels, and winning at the professional level will unlock the best game features.



You'll unlock a new racing circuit, Victory Vehicles, if you win all three circuits at the professional level. The new courses are more challenging than those found in earlier circuits.

VICTORY VEHICLES



The Yellowstone course lives up to its name by providing much more than your daily allowance of minerals on the track. Use Turbo pads whenever you find them.



Take a whirlwind tour of the White House and the Mall while holding off five of your rivals for the win. Use the Paint Splotcher in front of the White House entrance.



A boat may seem like the preferred way to travel in the Everglades, but you're stuck with your car. Make the best of the situation by finding narrow trails through the vegetation.



Malibu has miles and miles of prime oceanfront property to tear through at high speeds. Watch out for piles of sand in the road and a dangerous boardwalk near the finish line.

AND NOW, THE GOOD PARTS...

Winning isn't everything in Mickey's Speedway USA. Foraging is also important. Find four crucial auto parts at hidden locations on the different tracks to open a new circuit.



Fill in the silhouetted parts on Ludwig Von Drake's display screen to open the final stages of the game.

The parts are hidden on less-traveled parts of the courses, so take a look around after you've won your trophies.

FRANTIC FINALE

Once you have all the parts, you'll be able to chase down those dirty weasels who stole Pluto. In addition to a new four-course circuit, you may also find a secret course hidden in the game.



CONTEST MODE

Up to four players can use power-ups to battle it out on four special tracks. The last character standing wins the contest. Don't sit back and watch, however, or you may get a baseball between your eyes.



THE WHITE HOUSE

It's fun to tear up the presidential landscaping. The power-ups are all near the center of the arena, but you can take them to the protected perimeter to use them.



ARENA

The Arena is a wide-open canyon that will test your evasive driving techniques. Try to eliminate your opponents quickly—Arena matches are short.



DOCKYARD

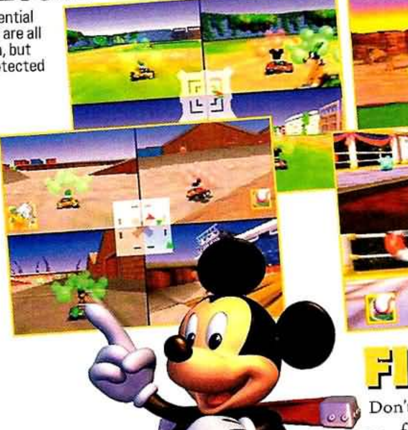
The central ramp in the Dockyard offers the quickest way to get across the track and the easiest way to get hit with a baseball.





STEAMBOAT

The Steamboat is the most tracklike of the Contest tracks. Get some air on deck or hit the central dance floor inside the boat for some riotous ricochet fun.





FINISH LINE

Don't get so wrapped up in the four-wheeled, multiplayer fun that you forget to rescue Pluto. The game will reward you with cheats and features as you win new stages—so keep putting the pedal to the metal.

What will you find in the Rugrats™ in Paris video game?



Roar through the streets of Paris



Get choppin' with Chuckie Chan



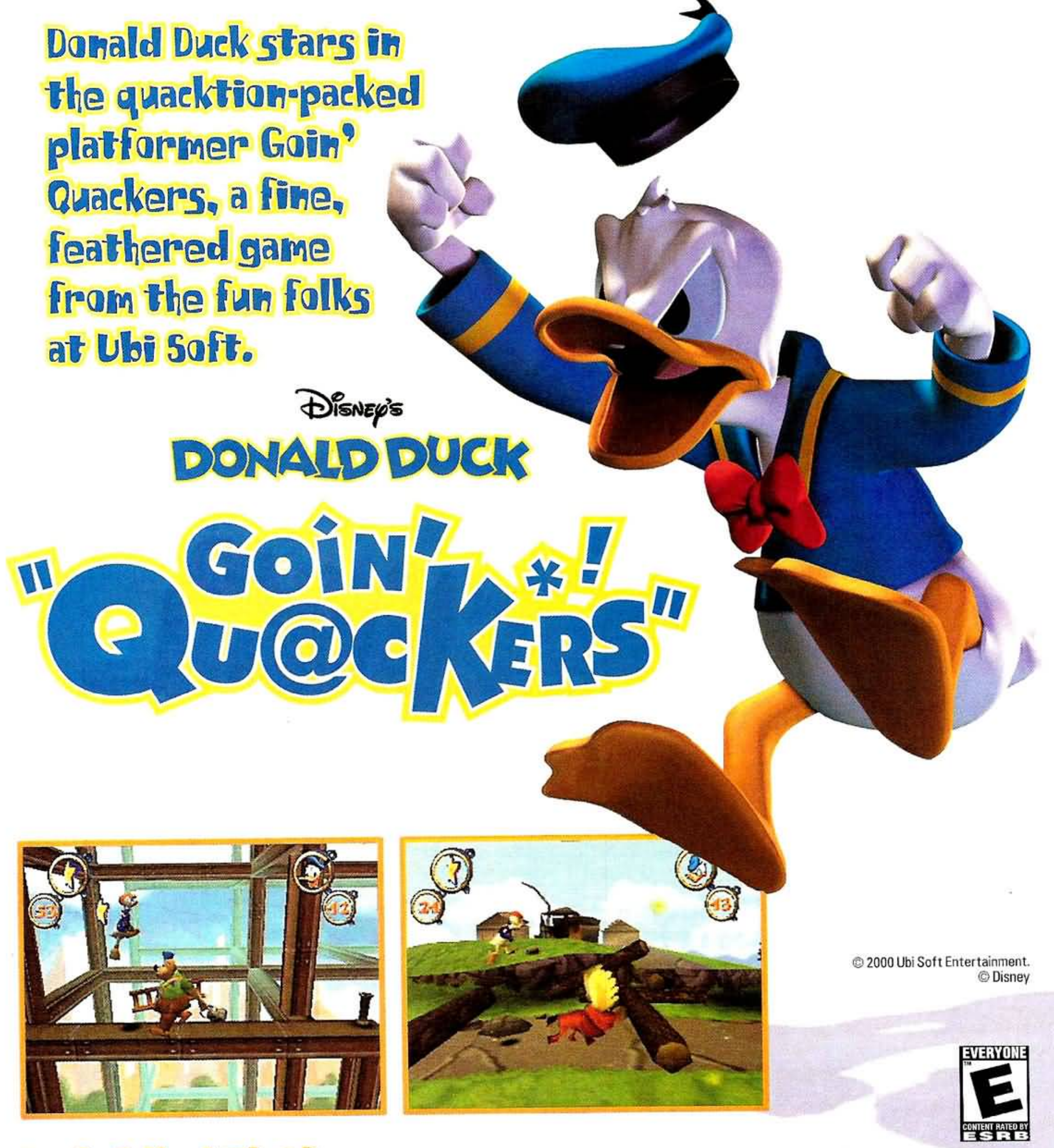
WIN carnival game prizes











Duck-Billed Platformer

Disney's Donald Duck: Goin' Quackers is a clever, colorful game that makes the most of its cartoon star's background and appeal. Fans of the high-strung waterfowl should be thrilled to learn that Ubi Soft has made sure that Donald's personality and his supporting cast have made the transition from cartoon to cartridge rather swimmingly. Donald can't duck, but he does jump and double-jump—a lot!

On Top of Mt. Duckie

Duckie Mountain is much easier than the rest of the levels, especially the first stage, which is mainly for training. Be sure to perfect your jumps and double jumps in the relative safety of the forested mountain—the later levels are far less forgiving. You can reenter any stage after you've beaten it to pick up extra lives.

Bridging the Gaps



As you'll soon learn, timing is very important when you're Goin' Quackers. In the case of the floating bridges, which take many forms inthe different levels, you should wait until the bridge moves toward you before you jump to it.

Toying with Enemies



Each of the levels has a locked stage that opens after you've collected all of the missing toys for one of Donald's nephews. Each is a chase stage where you run toward the screen trying to outrun an enemy. You don't have to beat the stage to rescue Daisy.

Gander's Garments



Once you've completed the chase stage on each of the levels, Gander will appear and challenge you to beat his top score on the other four stages within the level. If you beat his times, Gander will give you a new outfit to wear. Try not to lose a life—you'll have to restart from the last checkpoint, and that eats up precious time.

Egg-citement



Donald has a big chicken to fry once all of the reflector pieces for the level are in place. The chicken will drop eggs that hatch out tiny but mean chicks. Punch the chicks with B and keep moving around the tree stump so you're not a sitting duck. Avoid the big chicken when it decides to drop to the ground, or you'll be a lame duck. When the chicken sits on the ground, jump on its head. Repeat the pattern twice more to defeat the fowl foe.

Goodies

There are a few helpful items that will give Donald a boost while he's trying to rescue Daisy.

Milkshakes

Run over every Milkshake you see—they heal Donald and provide a burst of speed plus a constant attack for a few seconds. Milkshakes are invaluable in the chase stages, where every second counts.

Extra Lives

Donald's 2-D image grants you extra lives. While sometimes out in the open, they're usually hidden under a moss-veiled or cobweb-strewn ledge. The earlier levels have more extra lives than the later levels do.



Stars

You'll also earn an extra life every time you collect 100 stars. Yellow Stars are worth one, Blue Stars are worth five, and Red Stars are worth 10. The Red Stars are hardest to reach.







Down in Duckburg

Donald's hometown, Duckburg, is a pretty dangerous place, and most of it seems to be under construction. Things get trickier in the town, too. It's not just the extra lives that are hidden—some of the spell books and toys are hidden, as well.

Trash Talking



Time Donald's jump so that he lands when the trash can is not spinning around with the brooms, or Donald might take damage or get knocked down. You can jump on top of the trash can or punch it to defeat it. Watch the forward jumps—they're very hard to gauge.

Balcony Scene



You don't have to get up to the balcony to continue, but with two Red Stars and an extra life at stake, you might want to take the chance. You need to use a double jump from the sidewalk. It might take you a few tries to get the hang of the sideways jump to the balcony.

Plank Ride



Donald acts a little woozy on the slowly spinning planks, but it doesn't affect his ability to jump. Try to jump as the planks spin toward each other.

Tricky Toy







Jump behind the bushes to find a very well-hidden spell book inside the tunnel. Rush back out of the tunnel and move forward to the waiting toy. Move very quickly, or the toy will become transparent and you'll have to hit the book again.

Truckin'



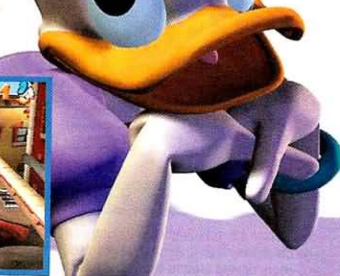
All of the chase stages are very long and very difficult. Try to follow the path of the stars as you run from the truck or whatever happens to be chasing you. They usually fall on the best path.

Wrecker Run









The Beagle Boy tries to flatten Donald with a wrecker's ball. Run out of the ball's path, then kick the Beagle when he emerges from the machine. Run over the green dynamite to send it back to him. Repeat three times to beat the Beagle.

Inside Magica's Manor

It's sort of odd that Donald would have to take a shortcut through Magica DeSpell's haunted manor on his way to save Daisy, but he does. Magica decorates with a lot of rusty spikes that Donald should avoid for safety's sake.

The Old Ball and Chain



Magica can't get enough of the metallic spiked balls, and if you're not careful they'll be the end of Donald. Jump over some of the spiked balls, and run under others—it depends on the position of the ball and the height of the ceiling.

De-coffin-ated



Timing is always important in platform games, especially this one, and the coffin lids are a perfect example. You have to jump when the spikes are still up so that you land when the arrow is green and the spikes are gone. Don't stand on the coffins too long.

Hand Off



Several areas have floating walkways that move up and down to confuse you. Always jump down, not up, to reduce the risk of falling. Single jumps should get you over to the next hand. Watch the pattern of each hand so you aren't surprised midjump.

Give You a Hand



You have to jump to avoid the flames of the pumpkin. Try not to jump into the abyss accidentally when avoiding the flaming squash. Jump sideways, toward the Blue Stars, which should always be your guide to the correct path.

Defeat DeSpell







Push the pumpkins off the ledge, then jump high to avoid the lightning balls. Watch the lights to know which coffin to settle on to avoid the spikes. The last one to light up is safe. Hit the skull bomb to send it at Magica. Repeat the process three times to defeat her.

Goodies

There are a few other things to collect in Goin' Quackers, plus a system of lights that show what you've already accomplished.

Nephew's Toys



The four open stages in each level contain toys Donald's nephews have lost. Find and hit the spell books to make the toys solid enough to pick up for a short time. Collect all the toys in a level to open the level's chase stage.

Teleport Pieces



Each of the four open stages in every level also contains one piece of the teleporter Donald needs to move on to the next level. The gleaming golden pieces are often hidden near the end of the stage.

Lights



The teleporter tubes in Gyro's Lab and the teleporter covers in each area have screens that light up when you've collected all the toys in the stage (bear), beaten Gander's best time (clock), or completed the chase stage (lightbulb). Use the lights to keep track of your progress.







Through Merlock's Temple

Merlock doesn't appreciate Daisy's meddling in his business, and he doesn't appreciate Donald's attempts at rescuing her, either. Merlock's Temple is by far the hardest level in the game, requiring even more precision than the toughest levels that came before it.

Spinning Ducks



Beware the spinning tiki duck guards. Unlike the other spinning guards that behave similarly, the spinning tiki duck guards have sharp spikes on their heads that will hurt Donald if he tries to jump on them. Punch the guards or just avoid them—and don't attack when they're spinning. It hurts!

On a Roll





The statue is in your way as you run to avoid the large stone ball that's chasing you. To get around it, you need to jump a bit toward the left of the screen, then double-jump (jump again in midair) toward the path. It's pretty tough to accomplish.

Save the Snack







Hit the book at the bottom of the wall, then jump from side to side on the disappearing platforms to get to the top. Don't pick up the Milkshake right away. It wastes too much time. Jump over to the left to pick up the toy, then go back to the right and pick up the Milkshake.

Magically Pernicious







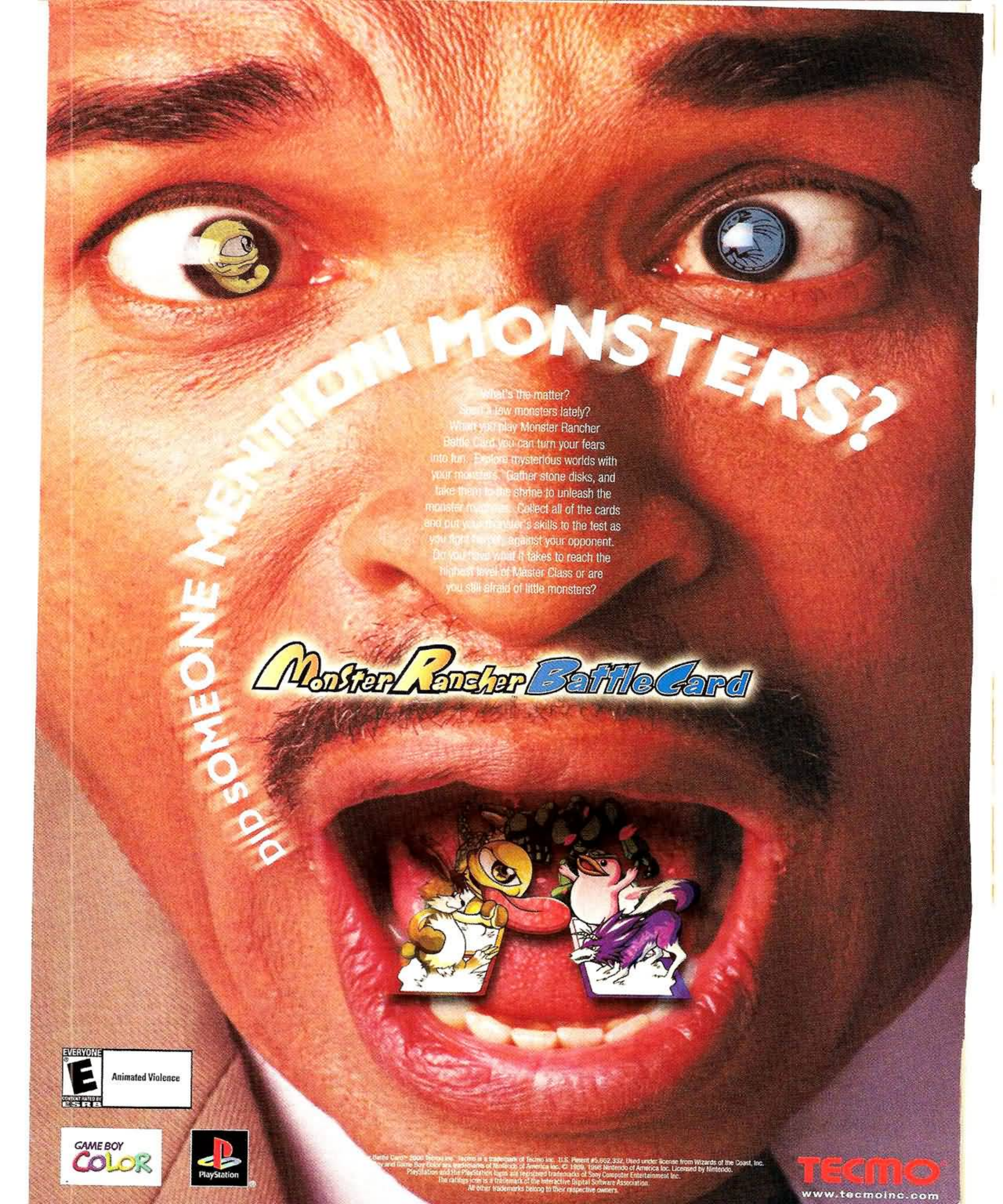
Merlock transforms into a fire-breathing dragon. Run away from him while avoiding the different kinds of fire he shoots at you—and all that hot lava. Hit the switches as you pass them to trap Merlock in an electrical field so you can run to the gun a short distance away. Shoot the fireballs and the green gem, then start running again. Three times is still the charm.

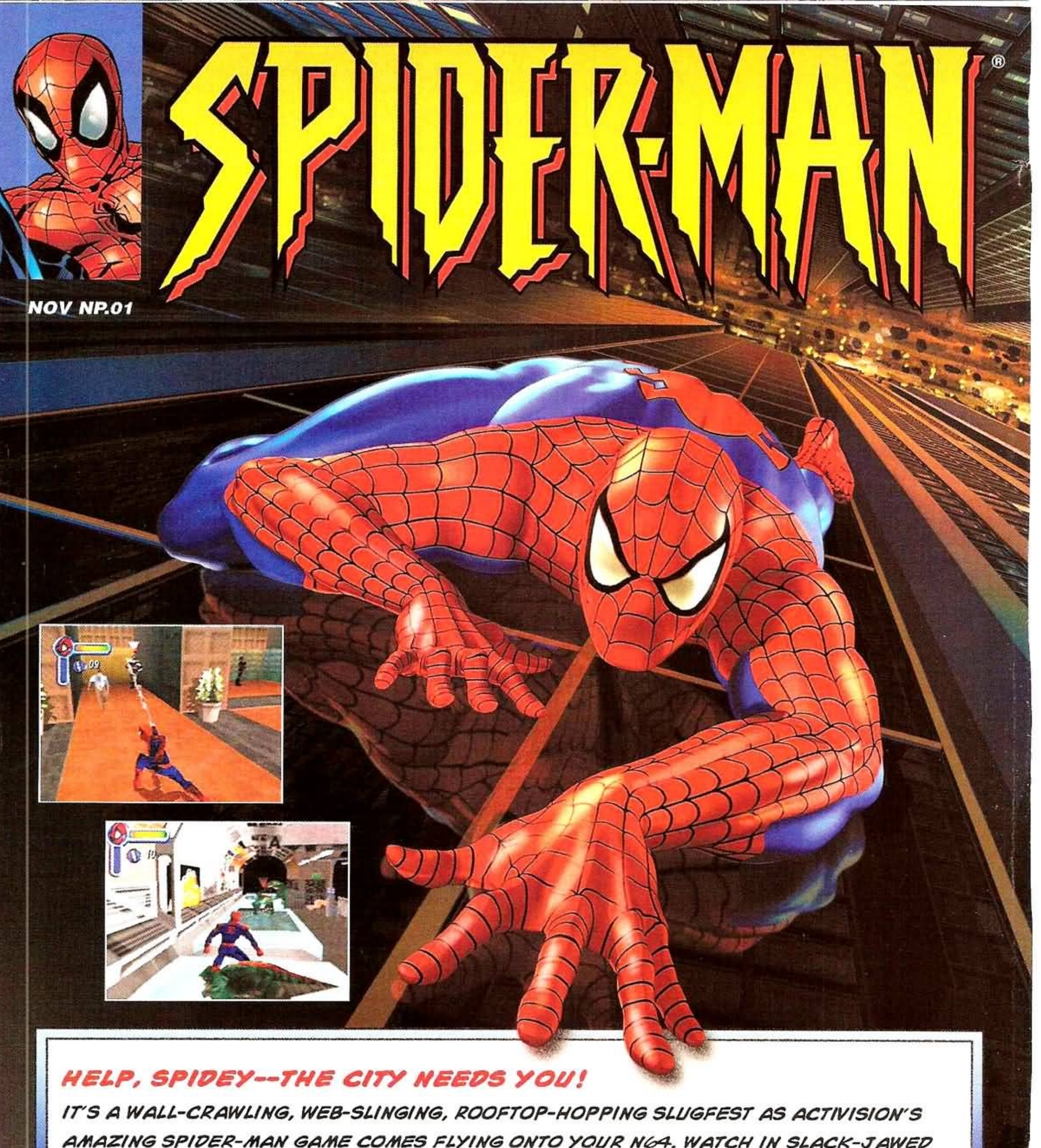
Quack Up

Disney's Donald Duck: Goin' Quackers plays a lot like Ubi Soft's Rayman games, and while the four worlds don't add up to a long quest, you still have four of Gander's records to beat in each level, which nearly doubles the number of stages you have to play if you wish to complete the game. You don't have to play the chase stage or beat Gander's records to save Daisy—but it might impress her.



The Cotton Hills Megaplex
has 52 employees,
26 theatres,
8 concession stands, and
one unwelcome guest...
PREMIERE TONIGHT!
PREMIERE TONIGHT!
PREMIERE TONIGHT!
PREMIERE TONIGHT!
PHANTOM
OF THE
MEGAPLEX
Premieres
Friday, November 10
7pm/6c
ORIGINAL
DISNEY
CHANNEL
MOVIE
A Disney Channel Original Movie
©Disney
ZoogDisney.com


DID SOMEONE MENTION MONSTERS?
What's the matter?
Seen a few monsters lately?
When you play Monster Rancher
Battle Card you can turn your fears
into fun. Explore mysterious worlds with
your monsters. Gather stone disks, and
take them to the shrine to unleash the
monster machines. Collect all of the cards
and put your monster's skills to the test as
you fight against your opponent.
Do you have what it takes to reach the
highest level of Master Class or are
you still afraid of little monsters?
Monster Rancher Battle Card
EVERYONE
E
CONTENT RATED BY ESRB
Animated Violence
GAME BOY COLOR
PlayStation
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The ratings icon is a trademark of the Interactive Digital Software Association.
All other trademarks belong to their respective owners.
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SPIDER-MAN®
NOV NP.01

classified information

YOUR SECRET HEADQUARTERS FOR THE COOLEST CODES ON THE PLANET



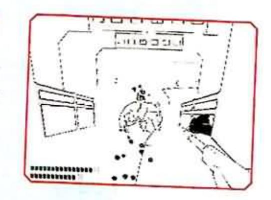
DISPEL THE SHADOWS

Tired of having big, ugly monsters chewing on your leg? Want to experience the unbridled joy of the Vampire Gun? The folks at Classified Info have dug up a slew of cheats for Turok 3, and now we're passing the savings on to you. At the cheat screen, use the little animal silhouettes to enter codes. Some look alike—so if a code doesn't work, try a different picture. Hints: The Cougar is the odd shape three from the left on the bottom, the Raven is second from the right in row two, and the Hawk is second from the left in row two.

CHEAT	CODE
INVINCIBILITY	RAVEN, SALMON, EAGLE, BEAR, LIZARD, RABBIT
ALL WEAPONS	OWL, BEAR, OWL, INSECT, HAWK, OWL
UNLIMITED AMMO	SALMON, ELK, BULL, SNAKE, EAGLE, SALMON
ALL KEYS	LIZARD, DRAGONFLY, BULL, BEAR, WOLF, EAGLE
GASP MODE (ADDS SOUND EFFECTS IN MENU SCREENS)	DRAGONFLY, BULL, RABBIT, SALMON, EAGLE, RAVEN
DEATHMATCH MANNEQUINS (LOCKS DEATHMATCH ENEMIES INTO FUNNY POSES)	SNAKE, BULL, SNAKE, FROG, BEAR, ELK

PEN AND INK

If you want the world of Turok to resemble one of your English class doodles, insert the code Cougar, Horse, Elk, Salmon, Cougar, Hawk.



GOURAUD

Oooo... pretty colors. To make the ugly creatures of Oblivion seem springtime fresh, input the code Lizard, Salmon, Insect, Salmon, Wolf, Dragonfly.



SKINNY

A diet consisting of whomever you find lying on the ground can't be healthy, and this code proves it. Punch in Horse, Eagle, Snake, Cougar, Insect, Salmon to see why you should always eat your vegetables.

BIG HEADS

My, grandma! What a big head you have! Type in Cougar, Wolf, Snake, Rabbit, Lizard, Coyote to see a noggin that would make the big, bad wolf proud.



SHORTY

Not only does this code make everyone the size of a toaster, it makes the game much more difficult—since you're constantly trying to defend your kneecaps. Input the code Frog, Frog, Salmon, Insect, Wolf, Cougar to unlock Shorty Mode.



For more top secrets, infiltrate our Code

ICON KEY: C BUTTONS ▲ ▼ ◀ ▶ CONTROL PAD → ← ↓ ↑ BIG CHEAT WACKY HOT JUST FOR FUN SENT BY READER



OLD SCHOOL IS BACK IN SESSION

Hut, hut... cheat! NFL Quarterback Club 2001 may be a head-splitting, chest-pounding gridiron experience, but it can be yards of fun thanks to zany codes designers have placed in the game. Astute readers will note that most of the codes are from NFL Quarterback Club games of years past, and we're happy to report that they work equally well in the 2001 version. Cheats are entered in on the password screen, but be wary—you can have only one cheat active at a time. If you try to input two or more, you'll get the effect only of the last one you entered.

RUGBY!

It's a game within a game. This code lets you experience what may be the most brutal and claustrophobic sport in the world. Input the letters RGBY at the code screen for football Aussie style.



LARGE FELLAS

We all know football players are big, but this is ridiculous! To see an entire team of William Perrys, punch in the code MRSHMLLW. Even the kickers are roly-poly!





HIT THE GYM

For the opposite effect of the marshmallow code, check out TTHPCK. All your players, even the burly offensive linemen, will resemble rescued castaways.



AIR PUMP MADNESS

The refs went a little crazy when they inflated the ball before the big game, and you'll have to deal with it. Check out the code BCHBLL for a football the size of Texas.



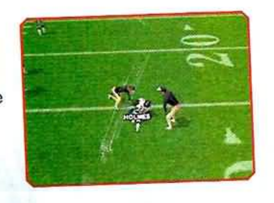
BIG MONEY

That can't be legal! To see a really, really big dime, try the code BGMNY. The pre-game coin toss will turn into a humorous affair.



OUCH!

Anytime two 300-pound men run straight into each other, there's bound to be some pain involved. If sprains and bruises are your favorite part of the game, insert the code HSPTL to inflict injuries with greater frequency.



MORE CODES	RESULT
BTTRFNGRS	MORE FUMBLES
FLBBR	BOUNCY FOOTBALL
HSNFR	FOOTBALL LEAVES SMOKE TRAILS
DBLDWNS	EIGHT DOWNS INSTEAD OF FOUR
STCKYBLL	NO FUMBLES
SLPNSLD	SLICK FIELD

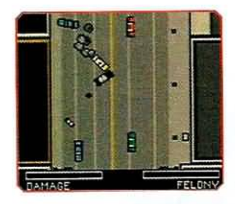


CHEATS PLEASE, JEEVES

You may not shuttle the rich and famous around, but you'll be able to ram their limos without fear. To access the cheat menu of Driver for Game Boy Color, highlight the "Undercover" section of the menu screen and press Up, Up, Down, Down, Up, Down, Up, Down, Up, Up, Down then Down. You'll be able to unlock every city, become invincible or get the fuzz off your tail.

DEMOLITION DERBY

Smash into cars and buildings with impunity using Driver's special cheat menu. It's like driving back in the old days—you know, before stoplights, cops and all those other good things.

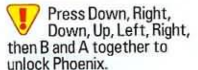


X-MEN MUTANT ACADEMY

APOCALYPSE? NOW!

Professor X would be proud! There is bound to be a lot of happy X-Men fans opening their magazines today, because we've unlocked the two secret characters in the Game Boy Color version of X-Men: Mutant Academy! Fight using the sly moves of Phoenix or the massive brute strength of Apocalypse! Both codes are entered in at the title screen.





Press Down, Right, Down, Up, Left, Right, then B and A together to unlock Phoenix.



Press Right, Left, Up, Down, Left, Up, then A and B to be Apocalypse.



WHO ARE THESE GUYS?

Continuing our theme of smash-and-grab games for the Game Boy Color, check out a wacky password for Grand Theft Auto. Go to the character selection screen, highlight the name Kelly and change it to Sumner. You'll unlock pictures of the design team and even be able to use them as characters! Wonder if their parents know what they've been up to...



We're not sure what Full means, but we are sure that a flak jacket won't be much help for this fellow.



Yipes! Designers work long nights, but it looks like Vinny's gone to working nights only.



HANDHELD HIJINKS

Why let big brother have all the fun? We found lots of codes for the N64 version of Turok 3, so it's only proper that we share a couple for Game Boy Color, as well. Go to the code entry screen and enter ZXLCPMZ for unlimited ammunition. You can also try out the code FJVHDCK, which gives you unlimited lives. It's very handy when tooling around in a tank.

THE TERROR OF TUROK

You'll have 99 arrows, and they'll never go away. Now that's living! Thanks to the clever reader who sent us these codes. We found them stuffed in our mailbox, hastily scrawled on the back of a large eagle feather.



 Your secret's safe with us. Send your codes to

ICON KEY: C BUTTONS ▲ ▼ ◀ ▶ CONTROL PAD → ← ↓ ↑ BIG CHEAT WACKY HOT JUST FOR FUN SENT BY READER





CODES APLENTY

We have so many NFL Blitz 2001 codes, we could use Dennis Miller's color commentary. The numbers correspond to the number of times you must press the buttons at the code screen. For the Infinite Turbo code, press the Z Button five times, B once, A four times and Up on your Control Pad.

Where's my head? At least helmets will be cheap this year, thanks to the Headless Team Code.

Z	B	A	PAD	RESULT
5	1	4	↑	INFINITE TURBO
0	3	2	←	FAST TURBO RUNNING
3	1	2	↑	POWER-UP OFFENSE
4	2	1	↑	POWER-UP DEFENSE
2	3	3	↑	POWER-UP TEAMMATES
3	1	2	←	POWER-UP BLOCKERS
0	4	5	↑	SUPER BLITZING
1	2	3	←	SUPER FIELD GOALS
3	4	4	↑	NO INTERCEPTIONS
4	2	3	↓	NO RANDOM FUMBLES
2	1	0	↑	NO FIRST DOWNS
1	5	1	↑	NO PUNTING
2	1	1	←	OUT-OF-BOUNDS ON
2	5	0	←	FAST PASSES
0	1	0	↑	LATE HITS

Z	B	A	PAD	RESULT
0	0	1	↓	SHOW FIELD GOAL %
1	0	2	→	HIDE RECEIVER NAME
4	3	3	↑	INVISIBILITY
0	5	0	→	BIG FOOTBALL
2	0	0	→	BIG HEAD
0	4	0	↑	HUGE HEAD
3	2	1	←	NO HEAD
1	2	3	→	HEADLESS TEAM
2	0	3	→	TEAM BIG HEADS
1	1	5	←	NO PLAY SELECTION
0	2	1	→	SHOW MORE FIELD
0	1	2	↓	NO CPU ASSISTANCE
4	0	4	←	POWER-UP SPEED
5	5	5	↑	HYPER BLITZ
3	1	4	↓	SMART CPU OPPONENTS
2	1	2	←	WEATHER: CLEAR
5	2	5	↓	WEATHER: SNOW

SEND CODES TO:
NINTENDO POWER
CLASSIFIED INFORMATION
P.O. BOX 97033
REDMOND, WA
98073-9733

classified@nintendo.com or to the snail mail address above.



INDIANA JONES® and the INFERNAL MACHINE

THE CHARACTER WHO TURNED ARCHAEOLOGY INTO A CONTACT SPORT IS COMING TO THE N64 THIS FALL IN AN ADVENTURE THAT RACES AROUND THE GLOBE AND PITS INDIANA JONES AGAINST THE MIGHT OF THE FORMER SOVIET UNION. ARMED WITH A BULLWHIP AND A BENT FEDORA, YOU'LL HAVE TO WATCH YOUR STEP OR BECOME A RELIC YOURSELF.

ARCHAEOLOGY IS THE SEARCH FOR FACT, NOT TRUTH.

Nintendo Power is digging up the facts on the most recent discovery from LucasArts Entertainment, Indiana Jones and the Infernal Machine. The original PC version of the adventure has had a graphics face-lift, an overhauled control interface and the awesome surround sound system developed by Factor 5. As for game play, Indy has all the excitement of Tomb Raider combined with the control of Legend of Zelda: Ocarina of Time. You'll solve puzzles and collect treasure, swing across gorges on your whip, race through a jungle driving a jeep, sluice down a mountain river in a raft and enter a duel of wits with a power-mad Soviet scientist who is reaching for the ultimate prize—the Infernal Machine.

THIS BELONGS IN A MUSEUM

And a museum is where Indy belongs, too, but that's not keeping him at home. The game begins in 1947 in the desert southwest of the U.S.A. What he finds in the canyon lands leads him into an adventure that will take him around the globe. Prodded by CIA informants, Professor Jones heads to a Soviet-run dig at the site of the legendary Tower of Babel. He discovers an archaeologist named Gennadi Volodnikov already on the site, working feverishly to collect the missing pieces of an ancient and fearsome technology that can open the door to a parallel dimension called the Aetherium. But it seems that the Infernal Machine has been disassembled and its parts taken to remote locations around the world. And so the race begins, Volodnikov backed by the power of the Soviet Red Army, and Indy with, well, you.



The CIA seems to be very interested in what the Soviets are up to—part of the growing Cold War competition of the late 1940s. Indy meets several CIA agents and gets useful information from them.



Armed with a revolver and other weapons that he picks up, Dr. Jones has to shoot his way out of trouble often. The gunplay will probably result in the ESRB giving Indy a Teen rating.



Fabled sites such as Solomon's Mines and the Olmec pyramids at Teotihuacan provide the backdrop for one of the most complex and exciting plots of any N64 title.

SNAKES! WHY DID IT HAVE TO BE SNAKES?

Everyone knows that Indiana Jones and snakes go together like cats and dogs, but the 3-D persona of Indiana Jones doesn't have to worry. The development team at LucasArts and Factor 5 have equipped the athletic archaeologist with the moves and controls that will keep him out of the way of slithering serpents, venomous spiders and gun-toting soldiers. Taking a page from Ocarina of Time, the developers created an item selection system using the left, bottom and right C Buttons. The top C Button is reserved for first-person view, because you'll need to be able to look carefully at your 3-D environment. The B Button is used to take items, pull rocks or activate items such as the whip. Indy gets around by walking, running, swimming, climbing, jumping, swinging, crawling and driving. Even Link would be jealous.





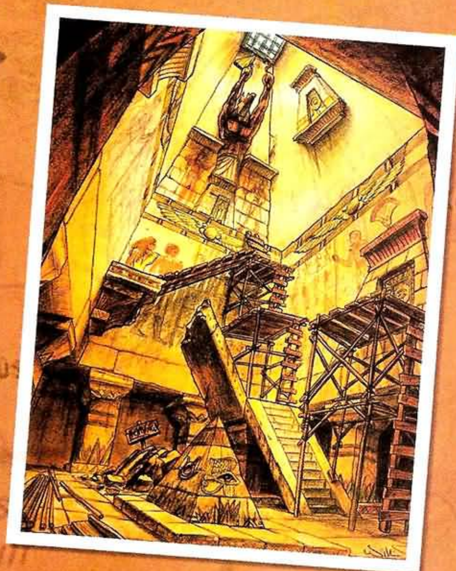
Indy's whip is used as a weapon and a tool. If you see an object that you can wrap the whip around, do so and swing across chasms or climb up cliffs.

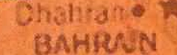


Finding himself up the creek without a paddle isn't unusual for Indy, and in the game, Indy must swim underwater to find clues, treasure and items. His air supply slowly depletes over time.



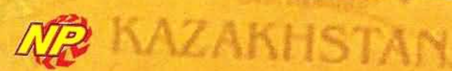
Pulling levers and pushing stones are just a few of the specialized tasks Indy performs. When you approach an object, a command appears on the B Button on screen.







X MARKS THE SPOT!



Indy's globe-spanning mission to collect the scattered pieces of the Infernal Machine takes him to Babylon, China, Mexico, a freighter at sea and the halls of the Nubian kings in Africa—17 locations in all. He'll find puzzles, enemies and treasures in every location. The areas are vast, filled with detail and possibilities for exploration. You'll receive an IQ rating that's determined by the amount of stuff you find, so it's a good idea to stick Indy's nose into every nook and cranny. If your IQ score is good enough, you'll unlock a secret bonus area.



The Canyonlands stage is where you'll begin the adventure. It's a great place to learn all the tricks for controlling Indy. Helpful hints show you when to try a new skill, such as swinging on the whip.



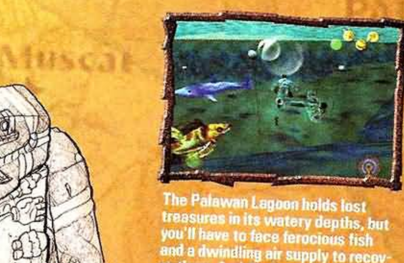
It's not easy getting into the main dig site at Babylon. Indy will have to look everywhere for ways to penetrate Soviet security. Hitching a ride on a truck looks like a plan.



Indy parachutes down to the snowy Tian Shan Mountains stage in China where the Soviet Red Army seems to be camped out. Slippery slopes abound, and he'll have to watch out for wolves, as well.



The Aztec pyramid has hidden doors, switches and traps built into the walls, and even the cobwebs can be obstacles. You can't take anything for granted in the dog-eat-dog world of archaeology.



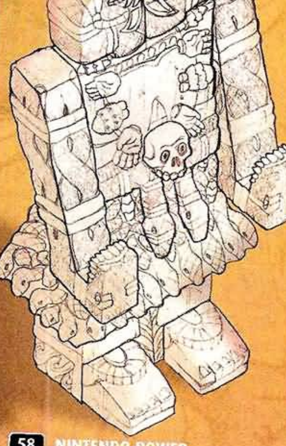
The Palawan Lagoon holds lost treasures in its watery depths, but you'll have to face ferocious fish and a dwindling air supply to recover them. And the buoys look suspiciously like floating mines.



It just wouldn't be an Indiana Jones adventure without a white-knuckle ride, and the Infernal Machine includes several. How can a man who jumps gorges in a jeep be afraid of snakes?



Nub's Tomb is the final resting place of a Babylonian King, but it's not the final level in Indy Infernal. Some awesome force has left the tomb a jumble of columns and blocks.





Finding himself imprisoned on a freighter off the coast of Morocco, Indy must use his wits to escape. Exploration is one of the most important elements of the game. Even a prison cell may hold secrets.



The deserts of the Sudan seem to be home to hyenas and scorpions. You'll also find mystery and treasure buried beneath the sands and in the pyramids of Meroe.



THEY'RE DIGGING IN THE WRONG SPOT!

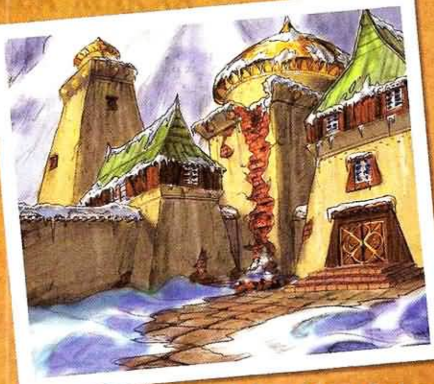
Why is it that bad archaeologists always miss the mark? It probably has to do with misreading the clues. Indy never misreads the clues in the movies, but it's up to you to figure out the puzzles in the game. Many of the stages are built around complex puzzle-solving activities that will keep players running about, pushing stones and pulling levers until the right door opens. Other puzzles are simple, such as following a hint that you receive from another character.



One of the first puzzles you encounter is how to get across the canyon. Although the answer is simple, it isn't obvious. It seems that Indy has the ability to jump like a kangaroo.



The Sanctuary is filled with switches on different levels. You'll have to climb up and down to hit all the switches. Given the large size of the worlds, the switch puzzles can take a lot of time and energy to complete.





To get through King Solomon's Mines, Indy must figure out how to switch the tracks using the levers and map in the engineer's hut. Of course, you'll need some power first.



Many of the puzzles are situational, requiring you to piece together clues that lead you to the right location. In the mountains, you must find a way to enter a locked Soviet outpost.

BAD DATES

Indy won't have a fearless monkey to test items for him the way he did in Raiders of the Lost Ark. If he takes a bite of a bad date, or gets bitten by an asp or wolf, he must take matters into his own hands. Med Kits and other items lie about everywhere—archaeologists seem to be a health-conscious yet careless lot. What they're really after is treasure. One of your goals is to find all the treasures in every area. You can sell the treasures for money and spend the money on supplies, such as more Med Kits.



Med Kits are found in some pretty amazing places, such as ancient ruins that haven't been visited in thousands of years. It's a good thing, too, because Indy proves to be vulnerable to all sorts of injuries.



Treasures often lie hidden in dark areas, but sometimes they're right out in the open. Try to collect all of the treasures in every area, because the more treasure you collect, the greater your IQ score will be in the end.



You may not find all the items you want lying about. After each stage, you can sell your treasures and buy useful items in the shop.



Indy starts the game with his revolver. He can add to his arsenal by picking up the weapons that are dropped by defeated guards.



IT'S TIME TO GO TO WORK.

Even though the game's story isn't based on one of the three Indiana Jones movies, the game is littered with cinematic scenes, atmosphere and features. Just as they expand the worlds of *Star Wars* with new characters, places and events, the game development teams at LucasArts also create new chapters of the Indiana Jones leg-acy. In fact, LucasArts' Hal Barwood, a writer and director who studied with George Lucas in film school, wrote the story for the game. The project is being jointly lead on the programming front by Nick Pavis at LucasArts and Florian Sauer at Factor 5. We spoke to Nick who answered our questions about the latest Indiana Jones adventure. "Although there are no live movie characters (except Indy) in the game, Dr. Jones does run across the bones of Sapito, the fellow Indy threw the idol to in *Raiders* in exchange for the whip, and Forrestal, who was a very good competitor." Pavis also talked about improvements the team made to the N64 game: "The game uses the N64 pad to its full potential. On-screen context-sensitive labeling of the buttons is now a feature. The analog stick allows fine control over the movement of Indy and also allows for camera-relative control—a feature no third-person console game should be without. There are no load times—it's all instant—a 650Mb PC game packed into a 32Mb Game Pak intact. The combat experience has been improved with a new reticule-targeting system that allows target-relative strafing and locking. Updated visual effects include additinal particle effects, real-time lighting, animation blending and model skinning. And, of course, the Factor 5 music system—the surround sound system developed by Factor 5—gives the game an audio quality second to none." Pavis also described the goals that he and the development team set for themselves as they recreated a PC game for a console audience. "In most console game development, one aims for cool, punchy visual effects, with clear on-screen indications of status and events that occur. Between LucasArts and Factor 5, I believe we have achieved that for Indy."

"THE GAME USES THE N64 PAD TO ITS FULL POTENTIAL."



Cinematic scenes move the story along and reveal new plot points. Each stage begins with a brief scene in letterbox format. Other scenes pop up during the course of the action.



Special graphics effects in Infernal Machine include realtime lighting effects in King Sol's Mines. The headlight of the mine cart flickers over the walls as Indy races into the darkness.

YOU HAVE CHOSEN WISELY!

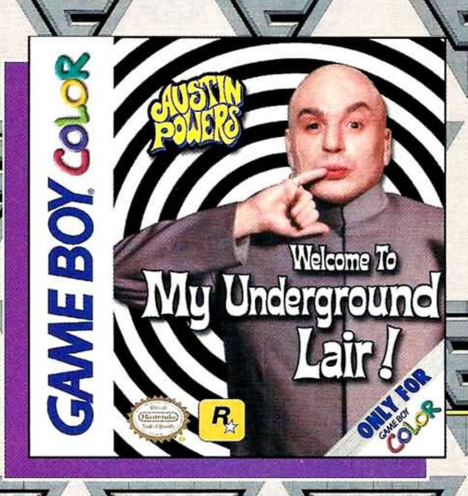
Indiana Jones was named for the Jones' family dog, and his first N64 game will leave you howling for more. The game isn't just about treasure and treasure hunters. There are plenty of characters trying to stop Indy and the Soviets from gathering the Infernal parts. An ancient bronze robot guards the remains of Nub, and the sanctuary of Shambala doesn't seem quite so safe once you've discovered the guardian of Ice. Things get even hotter with the lava guardian of Palawan. But even the boss battles are just a part of the overall puzzle. At the core of the game, players will find the mystery and adventure that made the movies so exciting. You just can't help but dig it.



AUSTIN POWERS™

I'M TAKING OVER GAMEBOY!! ISN'T THAT DIABOLICAL?









* Steal Austin's Mojo from the Mojo Maze!
* Link up with a friend/enemy for LINK PLAY!
* Beam your opponent a message via Infra-Red link!
* Perform Death Defying Stunts in He's 'Kin Evil!
* Play Rock, Paper, Scissors for WORLD DOMINATION!

If you're not Evil enough for my game, you could "Go Groovy!"











MS. PAC-MAN
MAZE MADNESS

The first lady of video games is back in an a-maze-ing update of the game that made her a star.

TM & © 1981, 2000 Namco

Ain't Ms. Behavin'

Ms. Pac-Man: Maze Madness modernizes the ghost-dodging, dot-gobbling fun of Ms. Pac-Man without losing the magic or the feel of the original game. There are puzzles to solve inside the many mazes that the Ms. is so mad about, and plenty of enemies to avoid.

EVERYONE E CONTENT RATED BY ESRB



Multiplayer Mode

Ms. Pac-Man boasts a trio of multiplayer modes that take place inside a quartet of mazes. One to four players can enjoy the games, with computer players taking up the slack when fewer than four humans join in the game.

Dot Mania



Grab the power-ups that float around the mazes randomly, and gobble up the dots that fall onto the maze as you're playing. The first person to pick up 70 dots wins.

Ghost Tag



Most players begin as ghosts, but one player does not. Catch the one Pac-person to become a Pac-person yourself, then collect dots. The first player to 50 wins.

Da Bomb



Run around the maze with a ticking time bomb in your hands. Run up to and tag another Pac-person to pass the bomb on. Don't be caught holding the bomb when it goes off.

Time Trial Mode

After you've played a level several times, you can try the Time Trial Mode. Each level has a different time that you have to beat to collect an extra star. You don't gobble dots or pick up fruit in the mode—instead, you rush through the level, trying to beat the clock.

Clocks



Clocks appear where the hearts appear in the Quest Mode. Pick them up to add 10 seconds to your timer. In most levels, the extra seconds from the clocks are necessary to get through a level.

Enemies



Avoid hitting the enemies—they'll subtract precious time from your backward-counting timer, and you can't afford that. Some enemies do only five seconds of damage, while others attack for 10 or 30.

Pellets



Eat the power pellets to turn the enemies blue, then eat the enemies. You'll gain a few seconds for every enemy you chomp. If you chomp a blue centipede in the middle of its body, you'll get more time.



Stars

You earn stars for various accomplishments in the game. To earn a star, score more than 20,000 points in a level, eat all the fruit in a level, get all the dots in a level or beat a level's time trial. You need the stars to advance to the higher levels—four to enter Crystal Caves and 42 for Gobblin'.

Quest Mode

The Quest Mode is the central Maze Madness game. Ms. Pac-Man must eat dots, fruits and baddies while solving puzzles to open up more of the maze. Try to accomplish as many things at once as possible—eat all the dots and find all the fruit you can.



Cleopactra

The Egyptian-flavored level is your introduction into Ms. Pac-Man's newest adventure. Dr. Pac will show you how to do many things.





Berry Bounce

Push the arrow box as shown to give Ms. Pac-Man a place to land, then walk her over to the strawberry.

Gray Boxes



Many levels have mysterious gray boxes that you can't get past until you've played the Gobblin' level to win the key from Mesmerelda. Beyond the boxes are generally more fruit and dots that you can reach only after you have the key.

Mummy Dearest

The second level is far more challenging than the first, and it introduces a few more movements that Ms. Pac-Man must use to travel around the levels. Remember to get all the dots in every area!



Knock Down

Run past the blue spinners to hurl Ms. Pac-Man against the pillar. Quickly repeat the process while the pillar is rocking so Ms. Pac-Man lands on it as it rocks away to knock it down.



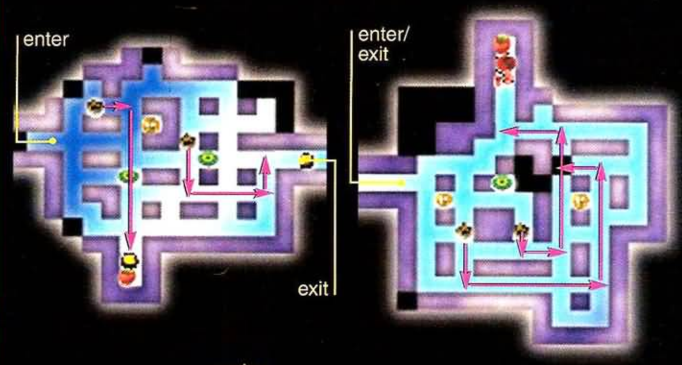
Light Up

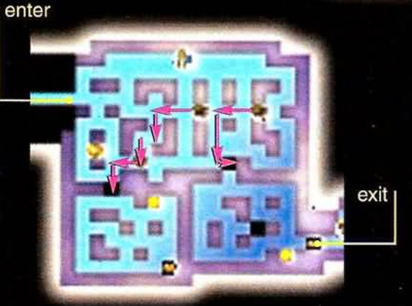
Step on the red light buttons in the order shown to open the door. Not all red lights have to be switched on in a particular order to open a door or gate, but these most certainly do.



Crystal Caves

The Crystal Cave level requires four stars for entry. If you don't have enough stars, go back to the previous levels to earn enough. There are plenty of challenging block-pushing puzzles in the level. Follow the arrows as shown.





Pacfooticus Stompicus

To make the most out of your ice blocks, follow the arrows and place the blocks as shown. You have to push some of the blocks from several different directions to complete the area successfully and move on to the next part of the level.

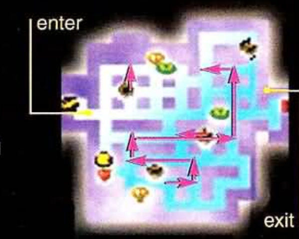
Freezer Burn

You'll need to switch on the lights in Freezer Burn in a particular order, just like in Mummy Dearest. Even more ice-block-sliding puzzles await in Freezer Burn. Below are two of the trickiest. Follow the arrows as shown.



Lightly

Follow the numbers shown to switch the lights on in the correct order. If you accidentally step on the wrong light, you'll have to start over.







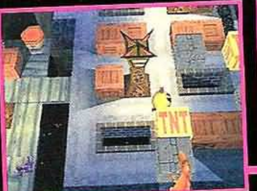
Cool Down

The blocks in Freezer Burn are sometimes used to cool the lava temporarily so that Ms. Pac-Man can walk over it safely. It doesn't stay cool for long, though, so move quickly to make sure you don't get burned.



Year of the Pac

The fire-breathing dragon is just one of the many fanciful creatures walking around the Year of the Pac. Watch yourself—you could get all fired up!





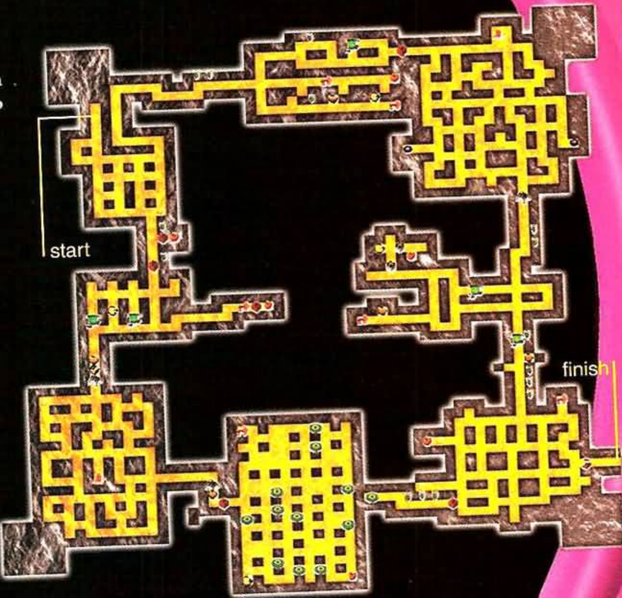
Blow Up

Push the TNT box into the concrete box to release the dragon, then lure it over to the gunpowder to ignite the other box of TNT. The entrance to the next area will be opened by the chain reaction.



Haunted Halloween

The huge Haunted Halloween level takes place in a creepy castle that's more trick than treat. You'll have to take a lap and a half around the level to complete it.





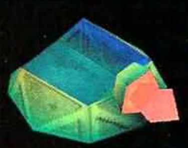
Bolting

The blocks marked with lightning bolts show where the lightning will strike. Let it hit, then run after it to avoid its shocking effects.



Lights

The lights in Haunted Halloween do not need to be pressed in order, but all of them need to be green at the same time to open the door.



Creature Feature

Another new item for Ms. Pac-Man—the cannon—is in Creature Feature. Push the Control Pad or the Control Stick in the direction of the red shell to shoot it.



Fired Up

Two cannons appear in adjacent rooms. Blast the concrete blocks in both rooms, then enter one of the new openings to collect dots and fruit. If you walk around long enough, you'll come to the other cannon room.



Gobblin'

You need 42 stars to enter Gobblin'. Collecting that many stars may take a long time. The beginning of Gobblin' is unlike anything you've done in Maze Madness before. A large Pac-Manish goblin chases you along a maze, eating the very ground you walk on. Run for your life, or it will soon be over.



Tough Going

Whenever possible, avoid the rough green patches that slow Ms. Pac-Man down. Otherwise, hurry through them.



Slick Spots

The icy patches are slippery and could send you sliding into the explosives. Move Ms. Pac-Man carefully, but don't slow down!



Jump Change

Many jumping pads are placed along the route. Use them whenever possible, as they are the fastest way to move.



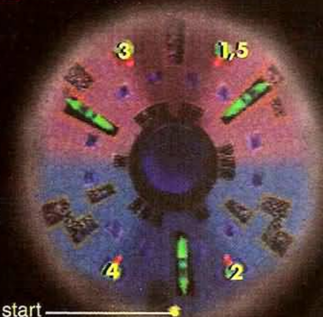
Heartache

Pick up the hearts if you can, but never stop or go back for one, —you simply don't have the time, and there aren't many chances to get hurt in the level, anyway.



Mesmerelda

After your run from the goblin, you must use the cannons to blast Mesmerelda in her castle. When she's in a red window, use the cannons on the red ground. When she's in a blue window, use the cannons on the blue ground. Or follow the diagram on the right, if you prefer.



Classic Mode

Ms. Pac-Man: Maze Madness includes the classic Ms. Pac-man game that started it all. It's still entertaining almost 20 years later.

Group Dining



It's always better to wait until all of the ghosts are close together and near a power pellet. You can earn more points if you eat them all, and they'll be out of your way, too.

Not Just One



Try to eat all the dots in an area whenever possible. It's very hard to rush back to a single dot when four ghosts are coming at you from all directions—you won't make it.

Lure Away



Sometimes you need to cruise past the ghosts to get them to follow you away from the dots you need to reach, especially when you don't have any power pellets left.

Make No Ms.-take

Ms. Pac-Man: Maze Madness is a worthy addition to the proud Ms. Pac-Man tradition, and it deserves to be as popular as its predecessor. Gamers who grew up with the Ms. and gamers who weren't even born when she made her debut alike should gobble up the dot-munching diva's latest.

Cruis'n Exotica

EVERYONE E CONTENT RATED BY ESRB

From the wild waterways of Atlantis to the red dust roads of Mars, Midway's Cruis'n Exotica takes racing to new extremes. With 28 tricked-out cars, 12 tracks, three standard game modes and a "secret" Exotica game mode, there's more than enough tire-squealing action for one to four players. There's no speed limit where we're goin', baby!

Off-Ramp to the Outer Limits

The latest addition to the Cruis'n family adds some exotic touches and radical cars, but the flavor of the original arcade hit (and N64 title) remain strong. The arcade-style action is about bashing, crashing, ripping and flipping. If you want a dose of reality, you're on the wrong road. Before exploring the exotic highways of the future, take a look back at the road that brought you here.







From left to right, Cruis'n USA was a port from the arcade and Cruis'n World added laps and new modes. Exotica featuers even greater variety.

Cruis'n Challenge

In the Cruis'n Challenge Mode, you'll race four times on each track, with each race being on a different section or sections of the course. In the first three races, you must finish in the top three to qualify for the next round. The final challenge is a drag race in which you can perform a trick to earn a nitro boost. You can tackle the tracks in any order you wish.

Point-to-Point Race





For the first two races, a track is broken into two sections. In the first race, you'll go from point A to point B. In the second race, you'll run from point B to point C. One section may be longer or shorter than another.

Circuit Race



The third race is a three-lap run around the entire or part of the course. A counter at the top of the screen will tell you which lap you're on. Some of the races can be lengthy, so always be prepared for a long haul.

Drag Race



The final round is a drag race over a short length of the course. Speed is the number one factor in the races, so you may find yourself picking a different car from the one(s) you used in the previous rounds.







Collecting Nitros

In a drag race, you must perform the trick shown on the screen and then win the race to earn a nitro boost. Each boost is good for one use only. You can repeat the drags to earn more boosts, and you can hold up to 20 boosts.

Cruis'n Freestyle

The Cruis'n Freestyle Mode is your quickest route to racing thrills. The mode sets you up in a single race on a track chosen at random. You can use the mode to sample different tracks and cars without risking your stats or your pride. The mode can also help you train for the tougher races in the Cruis'n Challenge and Cruis'n Exotica Modes.





You can use Freestyle races to look for shortcuts on each of the tracks without worrying about your stats or standings. Let the other drivers lap you—you'll have the last laugh when you blast by them in the other modes!

Cruis'n Exotica

In the Cruis'n Challenge Mode, you can race any track at any time. In Cruis'n Exotica Mode, the tracks are in a set order and you must take the checkered flag in each race to move on to the next course. The tracks are ordered from easiest to hardest, but with a bit of practice (and the bonus cars you'll unlock along the way), you should do fine.





Only the best and boldest will make it through Cruis'n Exotica Mode. If you're having trouble, just note the car or cars that usually come in first, and then pick that vehicle on your next run. It's a simple but effective strategy.

Exotica Mode

Exotica Mode is a sort of "secret" game mode. If you're skilled enough to unlock the mode, you'll be able to tell the laws of physics to take a hike as you view the game through a crazy kaleidoscope or watch as your distorted car careens through a "film negative" landscape. How do you unlock Exotica Mode? Concentrate on finishing the other modes and unlocking all the cars.

Whacky



There are two settings in Exotica Mode. The Whacky setting creates a rainbow effect.

Insane



The Insane setting is even stranger—just following the track is tough, let alone winning!

Tons of Tracks

The tracks range all over the earth, under the sea and even into outer space. You can cruise the strip in Vegas, trip the light fantastic in Hong Kong or trek the final frontier on Mars. Track surfaces will differ from location to location, which will affect a car's handling and top speed. Though you may have a favorite ride, you may need to select different cars from time to time, depending on where you're racing.









If there are a lot of straightaways on a track, speed will be your top priority in selecting a car. If there are a lot of twists and turns, or if the track surface is particularly slick, handling will be a greater concern.

Showroom Shine

Each car is rated in acceleration, traction, mass and aerodynamics. The higher your acceleration, the faster your car will reach its top speed. Higher traction and mass mean better handling in turns, but they may also mean lower acceleration. On the flip side, the lower your car's aerodynamic rating, the more easily it will slip through the air, making for higher top speed.

Unlocking New Cars





You start the game with 12 cars, and there are 16 more you can unlock. Remember that appearance is not necessarily a good indication of performance—if you don't believe us, just take the forklift out for a test drive.


































Driver's Ed

Of course, the car is just one half of the racing equation. The other, more crucial half is the driver behind the wheel. Even if you're a veteran of a thousand races, even if you're driving the most tricked-out car imaginable, a little coaching goes a long way. With that in mind, here are a few tips and tactics you can use to wring the most out of your ride.

Watch The Radar



Picture this: You're in first place, running flat-out and feeling invincible—until you run headlong into a station wagon going the opposite way. Watch the radar to see what's around the next corner or over the next hill.

Wheelie Wars







Tap A twice to make your car do a wheelie. You'll rear back on your wheels and shoot forward at high speed. A wheelie isn't as powerful as a nitro boost, but you can use it as often as you like.

Bumper Cars





Bump rival cars to send them sailing off the road or careening into other cars. When bumping, it's best to be even with or a little ahead of your target. If you're behind, you may just push your opponent farther ahead.

Two-Wheel Turns





Two-wheel turns are tough to control, but they can help you negotiate tight turns or slip past opponents in crowded sections of the track. To execute one, press Left or Right just before you do a wheelie.

Cutting Corners









Cutting across a corner is often faster than driving around it. Even though being off the track will slow you down, you may still go faster than if you stuck to the road. The longer the curve, the less effective this tactic is.

Using the Jumps









Besides being just plain fun, jumps can also give you enough of a boost to soar ahead of the pack or cut across a corner as you land. If you land on an opposing car, you may knock it backward or slow it down. Perform stunts for bonus time.

Tricked Out

Another way to ensure fame and fortune is to perform special tricks during races. Tricks not only look cool, they actually shave one or more seconds off your final race time. If you're close to breaking a track record, tricks may help clinch the top spot.

Winning Form





There are three special tricks, and every car can do them. Special tricks are stunts that are performed as you're jumping—two-wheel turns and regular wheelies don't count.

Super Flip



No, regular wheelies don't count, but if you hit another car or go off a jump while doing a wheelie, you'll flip over and earn a one-second time bonus. The Super Flip is supereasy to do, and the payoff is superbig.

Mondo Roll



The Mondo Roll is the most difficult trick. If you press A and Left or Right just as you're about to go off a ramp, your car will roll in midair and you'll earn a two-second time bonus. It's more difficult, but so satisfying.

Heli Spin



The Heli Spin is a little easier than the Mondo Roll, and doing it will give you the same two-second time bonus. To do a Heli Spin, press Left or Right just as you're about to launch off a ramp. Less difficult, same great bonus.

Seconds Count





Time bonuses aren't subtracted from the race timer while you're driving. Instead, they're totaled and subtracted from your final time at the end of a run. Seconds—and fractions of seconds—do count!

Multiplayer

Up to four players can participate in all modes, but keep in mind that the cars and tracks that will be available will be based on the player profiles being used. If all the player profiles in a game are new, none of the advanced track sections or bonus cars will be available.





In a multiplayer game, bonus cars will be available only to the player who has already unlocked them. It definitely gives the experienced driver the edge—in more ways than one.

Cruis'n Along

There are more thrills, spills and surprises waiting for you in Cruis'n Exotica than we had space to review this month. Between the multitude of game modes and bonus cars, we think you'll find enough fun and action to keep you cruisin' for a long time to come.



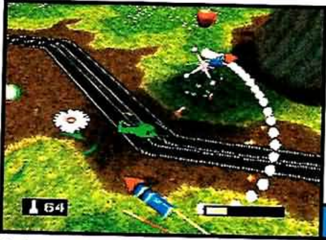




Army Men: Air Combat

HOW DO I SAFELY ESCORT THE TRAIN TO THE STATION?

Your third mission in the game is to escort a Green army supply train to an escape portal at the end of its track. The area is crawling with Tan aggressors, so you and the train will be under constant fire for the duration of the mission. Avoid a fiery demise and impress your Green commanders by prioritizing your mission objectives. For example, you don't need to activate the train immediately after you pick up its battery. Destroy nearby attackers so the train is momentarily safe then clear out missile installations along the train tracks. When the surface-to-air threat is eliminated, you'll be able to direct your full attention to protecting the train. Remove, or destroy, objects blocking the train's path, but don't stray too far from the train itself. Tan marauders may appear in areas you've previously cleared and destroy the train while you're away.



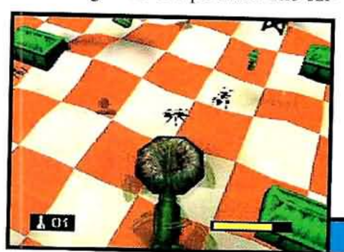
Surface-to-air missiles are the biggest threat to your well-being in Mission 3. Take a moment to neutralize the threat before you start the train.



Since you need to move apples in the train's path anyway, try dropping them on tanks to conserve ammunition. They're more powerful than rockets.

HOW DO I STOP THE ANTS FROM ATTACKING GREEN BASES?

Tan troops are the least of your worries in Mission 6. A shortsighted commander has established a base in a known picnic area, exposing Green soldiers to nature's deadliest ground troops: ants. The six-legged attackers are drawn to the delicious spread of picnic treats, including doughnuts and tins of Ham-Like meat product. Don't bother trying to fight the insects—there are too many of them. Instead, pick up the food then drop it near Tan bases. You'll need to destroy the bases anyway, so you can let the ants do the work for you. They'll ignore your base once the food is gone.



A Green base is caught between an army of ants and a pile of picnic food. Hoist up the food one item at a time to draw the ants away.



Turn an enemy into an ally by dropping food near Tan bases. The ants will swarm the bases in their quest for heavily sugared snacks.



Food can be destructive all by itself. Drop pop cans or other picnic items directly onto Tan structures to destroy them. The ants will clean up whatever is left.

Turok 3: Shadow of Oblivion

HOW DO I COMPLETE THE ROOFTOP JOURNEY?

The Energy Grapple is essential to rooftop travel. Danielle Fireseed will discover it—appropriately enough—on a rooftop in the Breach level. Whenever there is a glowing silver orb in the area, Danielle can target it with the grapple to propel herself to new locations. You'll first use the device to reach a moving scaffold on the side of the building, but your next move may be unclear. After elevating the scaffold, move to the edge of the platform so you can spot a distant orb. It may seem far away, but the grapple has an extremely long reach.



From the edge of the elevated scaffold, target the distant orb with your Energy Grapple. You'll be pulled to the ledge.



Move to the edge of the ledge to target the next orb. Once you've made it to the new platform, you'll move on to the next segment of the level.

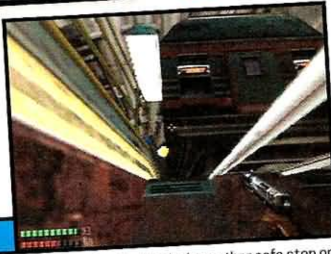
WHAT'S THE BEST WAY TO AVOID THE SUBWAY CARS?



You don't need to worry about touching the third rail of the subway tracks. You should be concerned about the trains, however. They zoom by frequently, so you'll need to have a destination planned once you jump onto the tracks. The narrow median is a secure spot if you can get to it, as is a pit beneath the tracks. Time your runs carefully—you'll have just enough time to reach safety on each stage of your trip down the tunnel. A misstep will cost you dearly.



Wait for the first train to pass then dash to the platform between the two sets of tracks. You'll be safe there until you're ready to run again.



A pit under the the tracks is another safe stop on your trip through the tunnel. Your next adventure will be on the train, instead of under it.

HOW DO I DEFEAT OBLIVION'S GUNSHIP?

As you might have noticed, Oblivion has the power to possess people and animals, turning them into lethal zombies. It's easy enough to defeat a living—or undead—enemy with your weapons, but it gets trickier when Oblivion takes control of machinery. The first boss you'll face in the game is such a creation. The Oblivion gunship is a heavily armed police vehicle suspended from an appendage of an octopuslike creature in the clouds. Dodge its blasts and tentacles while you fire your shotgun at the central tentacle supporting the craft. A bar at the top of the screen will indicate damage.

Oblivion can turn anything it touches into an instrument of destruction, like an airborne police gunship, for example.



The Oblivion Gunship's tentacles will periodically lash out at you during the battle. Try to keep your distance from them while you attack.



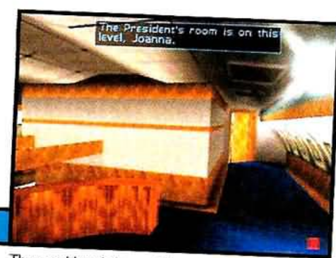
If you score enough hits on the arm suspending the gunship, you'll destroy the first manifestation of Oblivion. It won't be the last.

Perfect Dark

WHERE IS THE PRESIDENT?

Getting to the President is a simple matter when you play on Agent level. You'll already possess the evidence of a conspiracy, so you'll start right outside the doors to Air Force One's presidential suite. When playing Special or Perfect Agent, you'll start in the cargo hold, where you'll need to recover evidence stored on a lift. Once you have the evidence, go toward the front of the plane to a galley area then knock out the two flight attendants. Use the dumbwaiter to reach the main level then run to the back of the plane.


The dumbwaiter is a small elevator used to bring food from the lower-level galley to the passenger level of Air Force One. It also carries spies.



The president is in an office at the top of the stairs in the back of the plane. Secret Service agents may shoot at you, so don't waste time.

HOW DO I SURVIVE AIR FORCE ONE: ANTI-TERRORISM?

If you try to run through Air Force One: Anti-Terrorism with your guns blazing, your mission will go down in flames before the plane does. There are, however, a couple of tactics you can employ to ensure your safety during the mission. First, don't eliminate any Secret Service agents on your way to the President. Once the terrorists are on board, any active agents will forget about you and attack the new threat. Your Laptop Gun's Sentry Gun Mode also gives you an edge. Use it against the two Mr. Blondes near Trent.


Secret Service agents will help you fight the terrorists, but they aren't particularly smart about it. You may need to open doors for them.

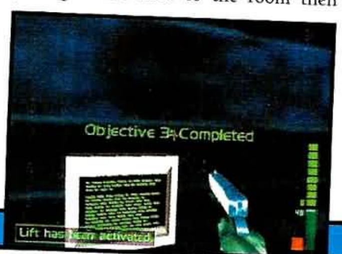


The two Mr. Blondes who flank Trent will perforate you with their Cyclones if you try a direct attack. Use your Sentry Gun instead.

HOW DO I ACTIVATE THE MOON POOL LIFT?

The heavily guarded Pelagic II research vessel contains a high-tech diving craft that will take you to a mysterious crash site on the ocean floor, but the super sub won't do you any good unless you activate the Moon Pool lift to deploy it. The lift controls are in a large room with a cross-shaped grate on the floor and several guards. Have your N-Bomb ready when you open the door to the room then quickly toss it in and shut the door. Reopen the door a moment later to eliminate any survivors, then activate the switch on the wall. The sub will automatically deploy at the end of the level.

When playing on Special and Perfect Agents, you'll need to activate the Moon Pool lift. The N-Bomb will get rid of guards near the switch.



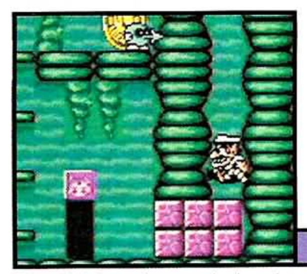
The Moon Pool activation switch on the wall is easy to miss. It looks like an alarm switch, but the screen displays data instead of a solid color.


Your hard work will pay off at the end of the mission, when you and Elvis board the diving craft for a trip to the alien vessel on the ocean floor.

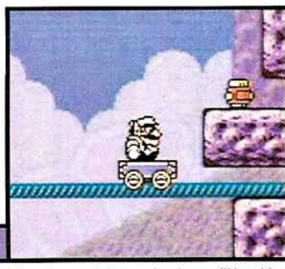
Wario Land 3

WHY WON'T THE MINE CART MOVE?

The mine carts in the Volcano's Base will be wheelless and immobile when you first discover them, and nothing you do within the world will make them move. As with so many other things in life, the solution is a round of golf. Grab the Red Key in Grasslands then fall through the last hole on the right on the surface level. Go through the door then climb the vine and jump to the right to reach another door. Move up the ladders, smash walls and jump over platforms to reach a vertical row of blocks to pound. The door to the minigame will be to the left. You can beat the golf game by kicking your enemy into a hole to make par.



The golf minigame that puts wheels on the mine carts is in a stalactite-laden cave in the Grasslands.



Once the carts have wheels, you'll be able to ride one of them to the Red Chest in the Volcano's Base.

HOW DO I FIND THE PIECES OF PAPER?

Both the Silver and Red Chests in the Desert Ruins contain a Piece of Paper that you'll need to clear the levels. To find the Silver Chest, enter the world during the day then leap across the platforms to the right. Enter the first door on the right then leap up the platforms until you are opposite the ledge with the Silver Key. Creep as close as you can to the edge of the platform then crouch and jump to the key. Exit the room then enter the next door to the right. Fight your way to the door at the bottom then enter the room with the treasure. To reach the Red Chest, enter the world at night then go left. Enter the first door on the left then find the Red Key as you did the Silver Key. Enter the next door to the left then go up three ladders to a door that leads to the chest.



The leaps to the Silver and Red Keys require you to stand on the very edge of the nearby platforms before you jump. Remember to crouch before you jump, or you'll bounce off the narrow opening to the key.



You'll need to move through a treacherous room filled with Silkworms to reach the Red Chest. Climb three ladders to a platform then enter the first door on the left to find the treasure.

Q&A FAST FACTS

Stuck? Pick up the phone and give our counselors a call.
Or write to: Counselors' Corner, P.O. Box 97033, Redmond, WA 98073-9733

In the USA Call: 1-900-288-0707
($1.50 per minute. Callers under 18 need parental permission to call.)

In Canada Call: 1-900-451-4400
($2.00 per minute. Callers under 18 need parental permission to call.)

Kirby 64: The Crystal Shards

Q: Why is there a Blue Star where there should be a Crystal Shard?

A: If you've already found a Crystal Shard, a Star will replace it.

Q: How do I save during a stage?

A: You can't. You must play through a stage in one sitting to complete it.

Q: Why should I collect Stars?

A: If you collect 30 Stars, you'll get an extra life.

Disney's Tarzan (GBC)

Q: How can I defend myself against enemies?

A: You can't fight, so try to avoid enemies.

Q: How do I earn extra lives?

A: Find tokens that look like your character's head, or beat a bonus level.

Q: What happens when I find all the bananas in a level?

A: Your health bar will be refilled.

Metal Gear Solid (GBC)

Q: How can I avoid infrared beams?

A: You need to see them to avoid them, so use a Smoker or Thermal Goggles to make the beams visible.

Q: Can I go back to a stage to grab items I've missed?

A: No, but any necessary items will appear again in later stages.



Silver and Gold Treasure Trove!

This is our biggest Pokémon Gold and Silver section yet! In addition to 23 new Pokémon names and pictures and info on Pokémon Eggs, we've got a very special all-metallic Pokéchat, Gallery and Ask the Professor. It's still too early to put Gold and Silver teams into the Colosseum—we'll give you at least a few months to work on your teams. Meanwhile, enjoy all of the new info, and be sure to check the Pokécenter for updates on everything Pokémon.

Sunflora

Shuckle

Espeon

Noctowl

Togetic

Umbreon

Kingdra

Bayleef

Furret

Ledian

Piloswine

Houndoom

Quilava

Crobat

Flaaffy

Forretress

Skiploom

Croconaw

Ariados



Pichu



Cleffa



Igglybuff

Some Pokémon new to Gold and Silver are newly discovered pre-evolutions of Pokémon that you already know. Pichu shares an evolutionary line with Pikachu, Cleffa is a younger version of Clefairy, and Igglybuff has Jigglypuff parentage. To get the three Pokémon, you have to leave two Pokémon at the Daycare on Route 33—if you're lucky, you might get an egg. You have to carry Pokémon Eggs in your party until they hatch.



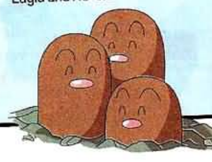
Many different pairings can produce the same Pokémon. The most obvious way to get a Pichu is to leave a male and a female Pikachu at the Pokémon Daycare. But it's not the only way to get Pichu.



Contrary to popular belief, you don't have to leave the male Pokémon with the man and the female Pokémon with the woman. It doesn't matter at all—especially since some Pokémon that are able to produce eggs have no gender.



While being genderless doesn't prevent a Pokémon from producing an egg, some Pokémon simply can't produce eggs, such as Mewtwo, Mew, Zapdos, Moltres, Articuno, Lugia and Ho-oh.



Pokéchat

We're focusing on Pokémon Silver and Gold this month. It seems that a lot of you are still pretty confused about the games, so we'll try to straighten things out for you.

Q: Does time continue to pass in Gold and Silver even if I turn off my game?

A: *You bet. Time passes as it does in real life—if you stop playing your Gold or Silver Pak on Monday and turn it back on on Wednesday, it will be Wednesday in the game. Don't worry, it won't drain your batteries.*

Q: I thought I saw Cerulean City in pictures of Gold and Silver on your website! Was that a mistake?

A: *You know your Cerulean City landmarks pretty well! The picture on the website was no mistake. Players start in Johto, where the new hero is from, but end up in Kanto, where the original Pokémon games took place.*

Q: Are Lugia and Ho-oh both in Gold and Silver? I want them both!

A: *The two legendary birds are in both games. The question is, can you catch a Level-70 legendary bird? It's not that easy.*

Q: I saw the picture of your character's mom asking if Daylight Savings Time is over. What do people in Indiana do?

A: *Nothing, since they don't use Daylight Savings Time. People who do use it have to talk to their mothers when Daylight Savings Time is over to adjust the game's clock.*

Q: Are you able to cross-breed Pokémon in Gold and Silver?

A: *No. If you bring two Pokémon of opposite genders and different species to the Daycare, the Pokémon that hatches will be the same species as the female Pokémon.*



Pichu
Chelsea Handley
Katy, TX

Scizor
Christopher Parent
Enfield, CT

Wooper
Emma Sheffield
Groton, MA

Android Dreams
Rip Nitty
Lorain, OH

Ask the Professor

I'm amazed that I already have Gold and Silver questions to answer! I have been working on my Gold and Silver research for some time, but sometimes I still don't have the answer. Good thing my friend Professor Elm is around! Thanks for taking time out of your busy Gold or Silver playing schedule to visit with me this month.

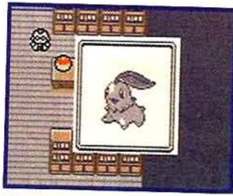
Which starting Pokémon should I choose?

Just like with Red and Blue, there is no one Pokémon that you absolutely must start with in Gold and Silver. Just as the earlier areas were a little easier if you started with Bulbasaur or Squirtle in Red and Blue, however, you'll have an easier time of it if you choose Cyndaquil as your starting Pokémon in Gold or Silver. Cyndaquil has a natural strength against most of the Pokémon you'll meet in Sprout Tower, the Violet City Gym, and many of the early battles with Grass-type Pokémon. Chikorita is the toughest to start with for basically the same reasons—it's weak against many of the Pokémon you'll encounter at first. Totodile is somewhere in the middle.

That said, you should choose the Pokémon you like best and stick with it. With the proper training, any one of the starters is a good choice.



Cyndaquil is great for beginners who aren't familiar with Pokémon.



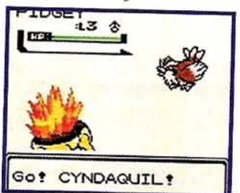
Chikorita demands more patience and skill than Cyndaquil.

What is the best way to handle the Rival?

Your Rival has the starting Pokémon that your starting Pokémon is weakest against, which presents a bit of a problem early on. If you have Chikorita, your Rival will have Cyndaquil, and so on. Try to catch a Pokémon that your rival's Pokémon is weak against and train it well. In your first battle with your Rival, you will have only your starting Pokémon—as long as your starter has gained a few levels, you should win the battle with your Rival's Level-5 Pokémon.



Your creep of a Rival will take the Pokémon that is toughest for your starting Pokémon to beat. How does he know what you picked?



Train your starting Pokémon by battling many wild Pokémon early in the game. It should level-up pretty quickly, giving you an edge.

The Ruins of Alph seem pointless. What's going on there?

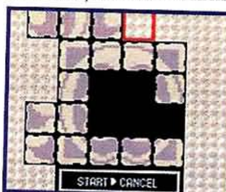
Not much will be going on at the ruins until you solve the puzzle in the first Puzzle Room, which is the small cave just above the Alph Lab. The puzzle is lightly colored, tough to make out and bordering on abstract, which doesn't help out intrepid young Pokémon puzzle solvers much. It might help you to know that it's a picture of Kabuto that you're trying to complete, but then again, it might not. Even the completed puzzle looks like a very sketchy Kabuto.

Most puzzle enthusiasts start with a puzzle's edges, because they're usually very recognizable and easier to place than a middle piece. You should do the same with the Kabuto puzzle. Most of the edges have a yellow border on at least one side of the piece. Place the yellow borders on the outside to create an oval shape at the top and a "w" shape at the bottom. The four remaining middle pieces are a little harder to place—Kabuto's appendages are very roughly drawn. Just experiment with the last four pieces until they fit.

When the puzzle is completed, the floor you're standing on will open and you'll fall down into the ruins. That's when you'll find out what's going on at the archaeological site—it's the home of the mysterious Unown, the symbol Pokémon!

After you've caught three differently shaped Unown, put them in your party and show them to the researchers in the Alph Lab. One of the researchers will alter your Pokédex so that you can keep track of the differently shaped Unown you catch.

There are three more puzzles to solve inside the other caves in the area, but you can't reach one of the caves until you've learned Surf. You can reach the other two caves from Union Cave after you've learned both Surf and Strength. Every time you complete a puzzle in one of the caves, more shapes of Unown will start to appear. You have to complete all of the puzzles to be able to catch all of the differently shaped Unown and complete your Unowndex. You don't have to catch all of the Unown to finish the game successfully, but it's a challenging goal to set for yourself.



The Kabuto puzzle is tough, but the later puzzles are even harder to figure out. Keep trying—there aren't that many pieces!



Your Unowndex is an interesting addition to your already highly impressive, completely helpful Pokédex, if I do say so myself.

Colosseum

The Colosseum is always looking for strategic teams that rely on more than just offensive attacks. Feel free to use our e-mail address listed below.

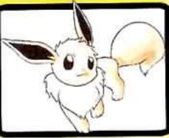
Isaac Rich, a reader who sent his team in via our e-mail address, has an interesting team that relies heavily on the Eevee series. We're guessing that his team will probably get a couple of new members once Isaac has spent a while with Gold and Silver and hung out in Bill's house a couple of times. For now, his Eevee-loaded team is pretty novel as is. It's a Gym Leader-type team, with a central theme that does produce weaknesses.

Jolteon

Isaac leads with the fleet-footed Jolteon, and probably Thunder Waves most opponents immediately to paralyze as well as annoy. Obviously, the last thing Isaac wants to see is a tough Ground-type when he starts with Jolteon, but his Vaporeon has its back. It might be good for the rather vulnerable Jolteon to use Reflect to fend off physical attacks for a while, or it could use the classic Double Team/Rest combo.

- Pin Missile
- Thunder Wave
- Thunderbolt
- Double Kick

Eevee



Little, unevolved Eevee needs a move like Double Team to keep it somewhat safe from harm. Toxic might slowly poison an enemy while it misses Eevee because of Double Team, and Mimic can come in handy against a tough opponent with an attack like Recover. Body Slam seems a bit odd for a creature with such low attack power, but Eevee can't learn much in the way of powerful attacks, so it's not a bad choice.

- Toxic
- Double Team
- Mimic
- Body Slam

Flareon

Flareon is the Fire-type Eevee evolution, and Isaac has given his Flareon two Fire-type moves that directly attack, which is probably one too many. There's no need to double up on attacks that are similar. Double Team is an Eevee evolution favorite, as is Body Slam, and they get the job done. Flareon might do well with Rest, especially since it doesn't have the greatest HP or Defense, but it does have Double Team.

- Flamethrower
- Body Slam
- Fire Blast
- Double Team

Sandslash



Sandslash is a relatively popular Ground-type with very good attack power that gets even better when Swords Dance is used. Dig and Earthquake are both Ground-type attacks that are actually rather different but pretty powerful in their own ways. Rock Slide is good for dealing with "those pesky Flying-types," as Isaac puts it, and it's a powerful attack in its own right.

- Dig
- Earthquake
- Swords Dance
- Rock Slide

Vaporeon

Vaporeon is the thickest-skinned of the Eevee evolutions, and Surf and Blizzard are two powerful moves to set the blue brawler up with. Acid Armor increases its Defense (does anyone see a pattern here?) while Double-Edge isn't a big hardship to a Pokémon with high HP. Vaporeon can learn the mysterious Haze and Mist, however, either of which would make a great addition to the Water-type.

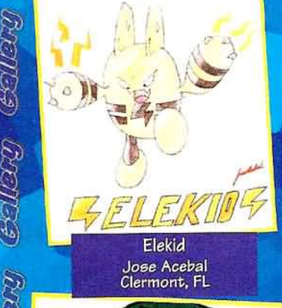
- Double-Edge
- Surf
- Acid Armor
- Blizzard

Hypno

Isaac's Hypno is the Psychic-type addition to his team, and he uses Reflect to shore up the Pokémon's pretty measly defense rating. Hypnosis and Dream Eater are a one-two punch that seem to be practically signature moves for the Pokémon with the pendulum, and the added bonus of Dream Eater's HP-restoring properties come in mighty handy. Isaac's likely to lead with Hypnosis then follow with Reflect.

- Reflect
- Psychic
- Hypnosis
- Dream Eater

Gallery



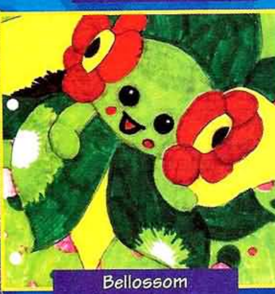
Elekid
Jose Acebal
Clermont, FL



Chikorita
Katrina Schmidt
Appleton, WI



Lugia
Kevin Senzaki
Palos Verdes, CA



Bellossom
Steven Dawdy
Liberty, MO

Submitted art becomes property of Nintendo Power.

Send questions, comments and art to:
Nintendo Power
P.O. Box 97082
Redmond, WA 98073
pokecenter@nintendo.com

Hot off the Press

Pokémon has already conquered the big and small screens, the card game biz, the video game market and breakfast food, so it was only a matter of time before the phenomenon came to the stage. That's right, Pikachu's now a thespian!

Pokémon Live!

Pokémon Live is an all-new stage show featuring your favorite characters from the Game Boy game and the television show. Have you ever wanted to see Ash Ketchum sing and Jigglypuff dance? This is your chance! The show started in New York City and is moving across country—it could be in a town near you very soon. We've listed all the dates we know about so far, and for updates, ticket info and more, check out the show's website at http://www.radiocity.com/pokémon/index.htm#.

Pokémon Gotta catch 'em all! Live! Presented by 4Kids

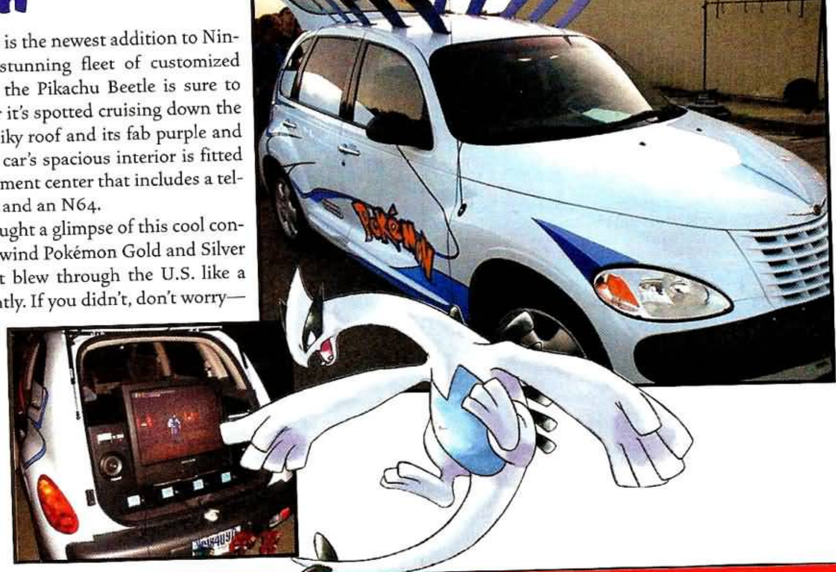
LIVE ON STAGE!

date	city	venue
11/2-11/5	Columbus, OH	Nationwide Arena
11/8-11/12	Indianapolis, IN	Pepsi Coliseum
11/15-11/19	Fairfax, VA (Wash DC)	Patriot Center
11/22-11/26	Atlanta, GA	Fox Theater
11/29-12/3	Charlotte, NC	Independence Arena
12/5-12/10	Philadelphia, PA	E-Center
12/12-12/13	Lowell, MA	Tsongas Arena
12/14-12/17	Worcester, NY	Centrum Center
12/27-12/31	Milwaukee, WI	US Cellular Arena

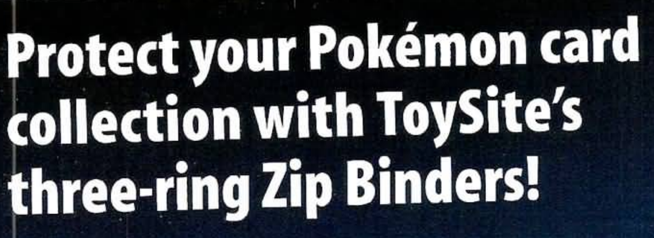
Cruisin'

The Lugia PT Cruiser is the newest addition to Nintendo of America's stunning fleet of customized cars. This cousin to the Pikachu Beetle is sure to turn heads whenever it's spotted cruising down the roads sporting its spiky roof and its fab purple and white paint job. The car's spacious interior is fitted with a cool entertainment center that includes a television set, speakers and an N64.

You might have caught a glimpse of this cool contraption at the whirlwind Pokémon Gold and Silver Adventure Tour that blew through the U.S. like a force of nature recently. If you didn't, don't worry—you can't keep a crazy craft like this one out of the public eye for very long, and Pokémon Gold and Silver are just getting started!



For more Pokémon news, be sure to check out www.pokemon.com!





Trading cards not included.

Coming soon: ToySite's official Pokémon Zip Binders from the Gold & Silver Series.

Look for these great Zip Binders and Refill Sheets at a retailer near you.

Binders fit 8.5" x 11" sheets. Starter set of protective sheets included. Refill Sheets sold separately.

ToySite is an authorized maker of genuine Pokémon products.

TOY SITE®
we know how to play™



ARENA are you game?

the CHALLENGES



1 The Legend of Zelda: Majora's Mask
Romani's Game

On Day 1 between 6:00 a.m. and 6:00 p.m., visit Romani and practice shooting ghosts in her archery game. If you can go gangbusters with your ghost busting, send in your record time for a chance to win Power Stamps.



2 Stunt Racer 64
Stunt Bowl

Roll into the Stunt Bowl in Midway's Stunt Racer 64 and pull off as many gravity-defying feats as you can. The highest scores will win Power Stamps, so triple your score by snagging the x3 power-up often. You'll increase your chances of entering the winners' circle.



3 Ms. Pac-Man: Maze Madness
Classic Mode

This Thanksgiving, turkeys won't be the only things going "Gobble, gobble, gobble." As Ms. Pac-Man, gobble, chomp and munch dots, ghosts and fruits in Classic Mode. If you rack up a score that's more than a mere nibble, you'll feast on some Power Stamps.

TWISTED CHALLENGES

In Perfect Dark for N64, how fast can you finish dataDyne Central: Extraction on Perfect Agent difficulty without using Night Vision?

from Adam Frisbee, Cossayuna, NY

In Super Smash Bros., can you score 999% using just one combo?

from Peter Fishler, Pacific Palisades, CA

Challenge Scoreboard

THE LEGEND OF ZELDA: OCARINA OF TIME
Finished Game with Three Hearts and No Continues (Vol. 118)
Austin Schoppe, Liberty Hill, TX
Eugene Schumann, East Northport, NY
Bruce Shearer, Leechburg, PA
Aaron Shedlock, North Huntingdon, PA
Erik Sherbon, Issaquah, WA
Noah Sherrill, Murrieta, CA
Eric Shotwell, Northampton, MA
James Shutt, Fort Wayne, IN
Rebecca Simon, Franklin, IN
Steven So, Los Angeles, CA
Stephen Sokolowski, Huntingdon Valley, PA
Erik Solce, Heron, MT
Steven Spencer, Rockville, MD
Ryan Stahl, Fayetteville, AR
Joe Stalsberg, Houghton, MI
Matthew Starr, Rego Park, NY
Jason Stoeckley, Flagstaff, AZ
Matt Sweeney, Exeter, NH

SUPER SMASH BROS.
Unlocked Ness (Vol. 120)
Michael Lai, Glen Ellyn, IL
Keith Lavin, Port St. Lucie, FL
Matthew Legleiter, Elbert, CO
Bradley Leone, Youngstown, OH
Rico Lepre, Brownsville, TX
Michael LeVay, Edison, NJ
Jared Lint, Abbotsford, BC
Cory Lockwood, Anna, TX
Michael Long, Getzville, NY
Eric Lopez, Dallas, TX
Thomas Luke, Jamaica, NY
Michael Lutz, Old Town, ME
John Lynk, East Brunswick, NJ
Peter Mai, Lakewood, CA
Matthew Marshall, Syracuse, NY
Matthew Mason, Fargo, ND
Andrew McClymer, Orono, ME
Joshua McCorry, Belgrade, MT
Matt McGiffen, Riverside, CA

STAR WARS: EPISODE I: RACER
Best Malastare 100 Time (Vol. 123)
Calvin Higa, Seattle, WA 2:01.338

Best Mon Gazza Speedway Time (Vol. 123)
Matt Panes, Ajax, ON 0:45.758

Best Spice Mine Run Time (Vol. 123)
Calvin Higa, Seattle, WA 4:25.034

POKéMON PINBALL
Red Board High Score (Vol. 124)
Tom Batchelor, Alden, MN 318,777,787,000

POKéMON SNAP
Scyther High Score (Vol. 124)
Tom Batchelor, Alden, MN 4,280



FIND THE HIDDEN POKéMON NAMES

Hidden in the story are the names of 18 Pokémon. The example below, which contains the Pokémon names Ekans and Arcanine, shows how the words may be hidden. Punctuation and spaces can separate the letters that spell the Pokémon names, but the letters must be consecutive. Can you catch 'em all?

EXAMPLE:

Gina knew if she could seek answers, she'd get far. "Can I network to get answers?" she asked. (Ekans) (Arcanine)

FIND THE 18 POKéMON NAMES:

Gina, Randy and Omar weren't able to compete in the Pokémon tournament because they all felt sick. It was probably the flu. Giant viruses were spreading about their town. Randy called Gina on the phone to see if she felt as sick as he did.

"My stomach hurts and I keep hearing these soft voices in my head. I figure if I listen to what they say, I'll get better," Randy told her. "When I first heard those whispers, I answered them."

"I did it, too! That's just like me! Whenever I hear them, though, I feel worse," Gina replied.

"That sounds like Omar—ill and not getting any better," Randy said. "Now my stomach's beginning to growl. It helps if I eat something." Gina told Randy about her special recipe that cures the flu, so he hopped on his bike to visit her.

Randy took off. In Gina's house, he felt rather chilly. The temperature inside was low. Broken heating pipes might have been to blame. The place felt like an igloo. Maybe it was the cold that was making Gina feel sick. "It's too cold in here," Randy said to Gina. "Don't you have something to heat this place with?" Gina told Randy to use her portable oven. Randy put the tiny oven on a table and turned it on.

Gina had to grab Randy, who was getting dizzy from the cold. "You look odd. I should boil up my special recipe," she told him. Gina told Randy to fetch the ingredients while she grabbed a tub to put them in. "Let's go! Lemons! Oranges! Apples! Sugar!" she shouted. Randy handed her the food. Gina mixed the fruit in the tub. She put the sugar in the tub last. "O, is everything going to work?" she wondered. Randy and Gina drank the mixture. It was sour and pretty potent. A cool feeling rushed through them. When the sour taste of the drink's tang elapsed, they realized they didn't feel any better.

Then, Omar rushed in. "I think this sickness is all in our heads!" he explained to Gina and Randy. "Even though I felt ill, I competed in the tournament and let my Pokémon spar. As they began to win, I felt better. And my confidence that had been absent returned," Omar continued. "I think you're just nervous. It's all in your heads!"

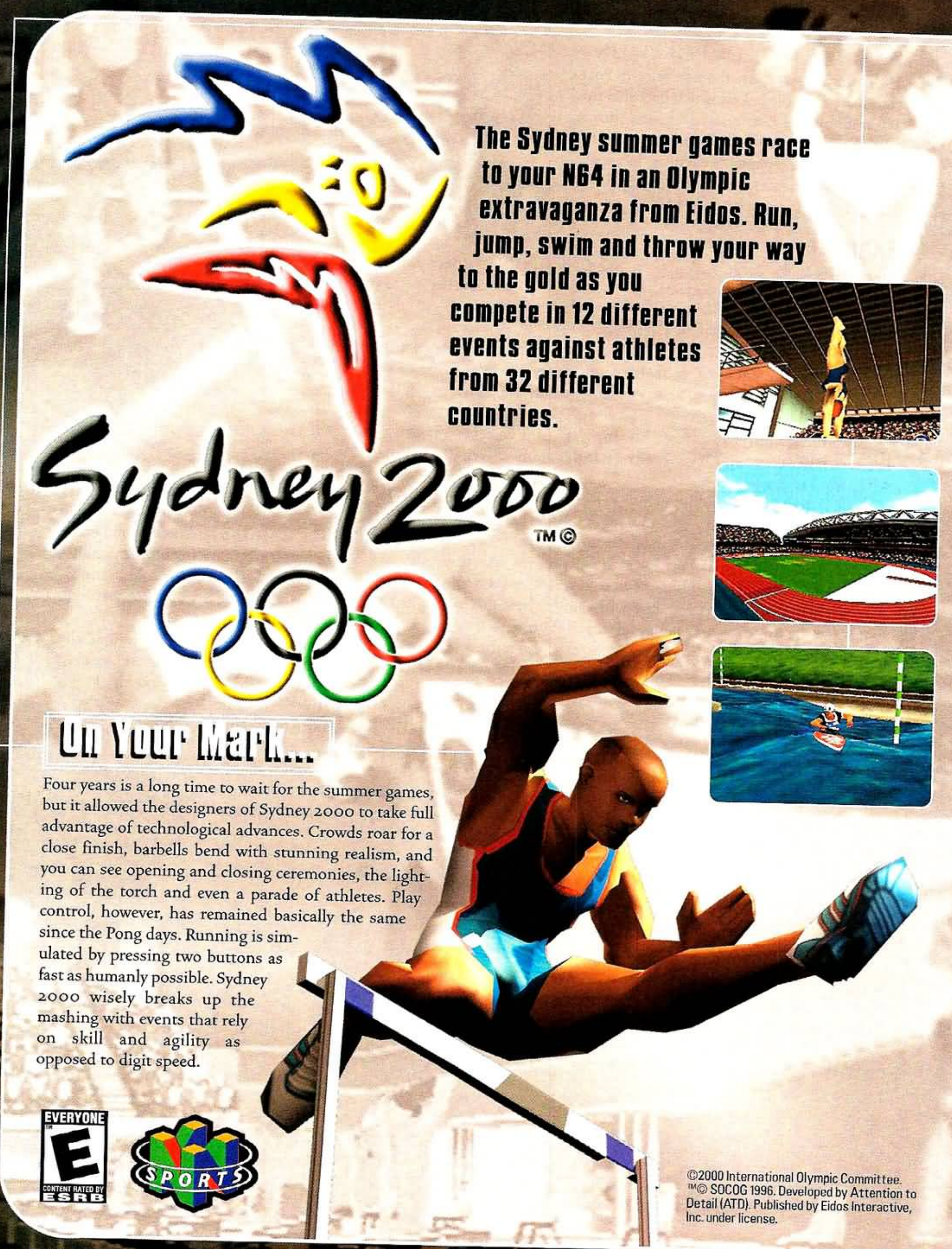




In this month's Pokémon comic, Ash begins his adventure in Johto to discover the new Pokémon in the Gold and Silver versions of the game. His new friend, Professor Elm, knows the names of the Pokémon, but do you? See if you can identify the mystery Pokémon featured in silhouette.



do you have what it takes? Photograph your achievements for any of this month's three Arena Challenges, then mail your snapshots or challenge ideas to: Power Player's Arena, P.O. Box 97033, Redmond, WA 98073-9733. E-mail digital photos and challenge ideas to: arena@nintendo.com. Please include the following info on the back of your photo or in your e-mail: Name, Address, Membership number (if you have one), NP Vol. number and Challenge number. The deadline for this month's challenges is December 10, 2000. If we use your suggestions or you're one of our top qualifiers, you'll receive Power Stamps good toward merchandise in our Super Power Supplies Catalog for subscribers. Surf to www.nintendo.com to see a complete list of qualifiers.



The Sydney summer games race to your N64 in an Olympic extravaganza from Eidos. Run, jump, swim and throw your way to the gold as you compete in 12 different events against athletes from 32 different countries.

On Your Mark...

Four years is a long time to wait for the summer games, but it allowed the designers of Sydney 2000 to take full advantage of technological advances. Crowds roar for a close finish, barbells bend with stunning realism, and you can see opening and closing ceremonies, the lighting of the torch and even a parade of athletes. Play control, however, has remained basically the same since the Pong days. Running is simulated by pressing two buttons as fast as humanly possible. Sydney 2000 wisely breaks up the mashing with events that rely on skill and agility as opposed to digit speed.

Coaching

Before you begin your quest for glory, check out the Coaching Mode. It lets you practice stress-free and also doles out strategies. It can be a useful feature if you're having trouble with certain events—the diving and kayaking coaching sessions are particularly helpful.

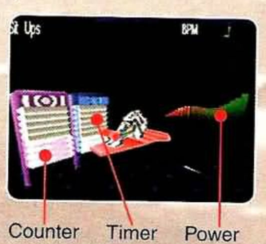


Ghost Riders on the Track

Coaching Mode lets you race against ghost athletes. Your previous best showing will run, ride or swim alongside you as you practice, allowing you to judge your progress and see which sections of the event are giving you the most trouble.

Olympic Mode

The road to the real Olympics is a grueling four-year affair, and Sydney 2000 does its best to recreate the experience. While there is an Arcade Mode for those players who wish to dive right into the action, Olympic Mode requires you to make it through several qualifying rounds before you reach the actual Olympics and all the ceremonies and medals that accompany it.



Counter Timer Power

No Rest for the Weary

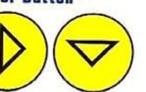
You must train to build stats and advance through qualifying rounds. It can be grueling, especially since you're forced to repeat the training each time you advance.

Gym Exercise	Used in Event
Arc Interception	Skeet Shooting
Bench Press	Javelin, Sprint, Weight Lifting
Dips	Javelin, Hammer
Duck Shoot	Skeet Shooting
Height Depth Jump	High Jump
Hurdle Hops	Hurdles, Triple Jump
Leg Press	Hammer, Cycling
Light Wall	Hurdles, Swimming
Medicine Ball Twist	Swimming, Kayak
Pole Climp	High Jump, Diving
Press-Ups	Triple Jump, Kayak
Recoil Control	Skeet Shooting
Sit-Ups	Hammer, Swim, Diving, Kayak
Skipping	Hurdles, Cycling
Squats	Weight Lifting
Standing Press	Javelin
Standing Stretch	Javelin, Diving
Starting Pistol	Sprint, Cycling
Strength	Weight Lifting
Treadmill	Javelin, Sprint, Triple/High Jump

Get Set...

Sydney 2000 uses only four buttons for most of the events. You'll tap the power buttons to gain speed and use the action buttons to jump a hurdle, throw a javelin and more. The default Controller configurations are shown in the article, but we found that configuration number two was easier to handle.

Power Button

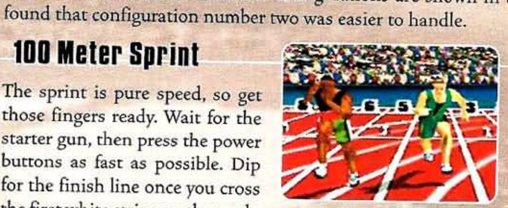






100 Meter Sprint

The sprint is pure speed, so get those fingers ready. Wait for the starter gun, then press the power buttons as fast as possible. Dip for the finish line once you cross the first white stripe on the track.



False Starts

If you take off too early, you'll be hit with a false start penalty. The first is a freebie, but if you do it again, you'll be disqualified. If you don't have a false start yet, take a risk and try to anticipate the gun.

Event	Qualify
Open Trials	15.60sec
Invitation	14.50sec
Championship	12.80sec
Olympic Class	10.94sec

 Run  Dip for the Finish Line

110 Meter Hurdles

Sprinting with a twist, this event requires you to leap over 10 hurdles as you fly down the track. There's no penalty for knocking one over, but it will slow you down significantly. False start rules also apply.



Hop a Hurdle

The secret to hurdles is the timing. Begin your jump about three steps from the hurdle. If you keep knocking them over, you're jumping too late. Also, it's not necessary to hold the action button—a single tap will do.

Event	Qualify
Open Trials	17.93sec
Invitation	17.10sec
Championship	15.58sec
Olympic Class	14.00sec

  Run  Jump Hurdles and Dip for the Finish Line

Skeet Shooting

Shoot clay targets as they fly across the screen. There are separate Controller settings for skeet, so find one you like.

Event	Qualify
Open Trials	Shoot 8
Invitation	Shoot 10
Championship	Shoot 12
Olympic Class	Shoot 14



Aim High

The gun you use is unnaturally heavy and difficult to control. Pick a spot just above the tree line and wait for the target to fly by. Your sight will flash when the skeet is in position.



Double Trouble

You'll often get two targets at once. Use the waiting strategy to hit the first one, then track the second as best you can. Be sure to aim low.


Aim A Shoot

100 Meter Freestyle Swimming

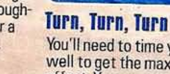
Swimming operates much like a sprint, with the added challenge of turning around halfway through. Also, one false start will disqualify you.

Event	Qualify
Open Trials	80.00sec
Invitation	78.50sec
Championship	72.00sec
Olympic Class	67.50sec



The Perfect Swim

You must swim quickly if you want to win, but the pool is long and your fingers can get tired. Pace yourself throughout the race, then go for a final burst near the end.



Turn, Turn, Turn

You'll need to time your turn well to get the maximum effect. You want to be one body length away from the far wall when you begin turning.

Swim A Tumble Reach

Olympic Sprint Cycling

Unlike most timed events, cycling demands that you conserve energy. If you mash buttons like crazy, your cyclist won't even win a tin medal.

Event	Qualify
Open Trials	58.90sec
Invitation	56.90sec
Championship	54.40sec
Olympic Class	49.20sec



Peeling Out

Teams of three ride one lap each. There are two sets of white stripes. The first set of stripes signals the halfway mark, the second set is the lap's end. Peel out once you touch the second set.



Pace Yourself

Watch your energy meter closely. Keep it about half-filled until you reach the final rider's midway point, then quickly race for the finish.

Pedal A Peel Out

Hammer

Hammer tossing is tricky at first, but fun once you get the basics down. Use the power buttons to spin as fast as possible, and keep one finger free to control the release. Aim for midfield, or you'll throw right into the cage.



Event	Qualify
Open Trials	40.00m
Invitation	46.00m
Championship	52.00m
Olympic Class	58.00m

  Swing A Throw (hold and release)

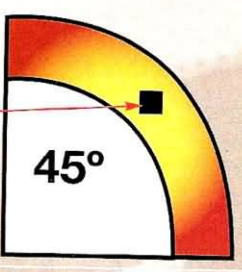
Spin Cycle

Once you spin fast enough, a red arrow appears. Press and hold the action button when it points to the field, then release once you make a full circle. You can also aim by using the bar above, but it's iffy.



Release Me

Release the hammer as close to a perfect 45-degree angle as possible. If it's too high, the hammer will sail straight up and back to earth. A throw too low will hit the ground at your feet.



100 Meter Platform Diving

Grace, skill, and no mad button pressing to be found. Diving is easily the best sport in the game, and a welcome release from the timed events. Choose your dives carefully—judges appreciate a dive with high difficulty, but anything above a 3.0 is pretty tough to pull off. Keep in mind, the judges lose interest in consecutive easy dives.

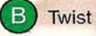
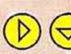
Dive Combinations	Points
Armstand Forward Somersault, Straight	**2.0**
Armstand Reverse Triple Somersault, Tuck	3.3
Armstand Back Triple Somersault, Piked	3.5
Armstand Back Double Somersault, Piked	2.8
Forward Dive, Half Twist, Straight	**2.0**
Reverse 2.5 Somersault 1.5 Twist, Tucked	3.2
Forward 2.5, Somersault, 2 Twist, Tucked	3.1
Forward 2.5, Somersault, 2 Twist, Piked	3.3
Inward Dive, Straight	**1.7**
Inward Flying 1.5 Somersault, Tucked	2.3
Inward Flying 1.5 Somersault, Piked	2.5
Inward 3.5 Somersault, Tucked	3.2
Reverse Dive, Straight	**2.0**
Reverse Flying 1.5 Somersault, Tucked	2.2
Reverse 2.5 Somersault, Tucked	2.7
Reverse Somersault, Piked	2.9
Back Dive Straight	**1.9**
Back Flying 1.5 Somersault Tucked	2.1
Back Double, Somersault, Straight	2.6
Back 3.5 Somersault, Tucked	3.3





Pretty Colors

Platform diving has three parts. First, choose a dive. Second, stop the power meter as close to the right as you can. Finally, once you begin to dive, press the A, B and C Buttons as their respective colored symbols appear. You'll need to enter the water as cleanly as possible, so make sure that your body is straight before starting the final part of a dive.

  Filp   Twist   Dive

Event	Qualify
Open Trials	45.00pts
Invitation	52.50pts
Championship	60.00pts
Olympic Class	65.00pts

Javelin

Throw a pointy stick really far. It sounds simple, but you'll need good speed and a great angle to win gold. This is a good time to point out that the world records used in the game aren't the real records, nor are they very realistic—you'll have to chuck the javelin an absurd 80.1 meters if you want the record.

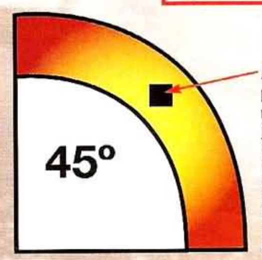
Event	Qualify
Open Trials	30.00m
Invitation	36.00m
Championship	44.00m
Olympic Class	50.00m



Don't Stumble

Press the power buttons as fast as possible to build up speed. Once the angle meter appears, your current speed is locked in, so you can stop running. Take four more steps before you aim but no more, or you'll cross the line.

  Run  Throw



Aim True

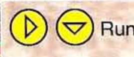
Like most events that require an angle, the javelin toss is optimal at 45 degrees. Hold the action button until you approach 45, then let go. Once the meter appears, take four additional steps before you start aiming.

Triple Jump

The Triple Jump is pretty cool, if only because you complete the jumps in slow motion. Build up speed by racing down the track, then make three perfect jumps for Olympic glory. Be careful not to cross the line.






 Run  Jump



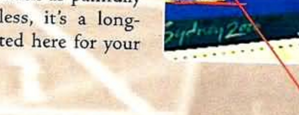
Hop, Skip and Jump

Begin your first jump by holding down the action button about five steps in front of the ref. Once the angle hits 45 degrees, release. The next two angle meters appear automatically—just tap the action button when it reaches 45 to complete the next two jumps.

Event	Qualify
Open Trials	13.50m
Invitation	14.00m
Championship	14.60m
Olympic Class	15.20m

High Jump

The high jump should actually be called the high flop, because you don't jump the bar so much as painfully contort yourself over it. Nevertheless, it's a long-standing Olympic tradition, recreated here for your leaping enjoyment.



All in the Timing

You'll need to begin your jump as soon as you reach the outside pole. Hold the action button until all but your knees have cleared the bar, then release it to flip your feet over.

Watch the Bar

Once you begin your leap, you'll want to take great care not to knock the bar off its posts. You can touch the bar without a penalty—you can even make it wiggle and shake. But if it falls down, so do your hopes of standing on the middle podium.

Event	Qualify
Open Trials	1.65m
Invitation	1.75m
Championship	1.85m
Olympic Class	1.95m

Run
A Jump (hold and release)

Super Heavyweight Weight Lifting

Weight lifting may hurt to watch, but you can lift pain-free from the comfort of your living room. If you refuse a lift, you'll be offered a heavier weight—a tactic useful in later rounds.

Event	Qualify
Open Trials	170.00kg
Invitation	175.00kg
Championship	180.00kg
Olympic Class	185.00kg



The Human Forklift

Press the power buttons to build up strength. Your power meter has two black lines on it. Press the action button once you hit the first, then build up more power and repeat for the second.



Power



Lift (hold)

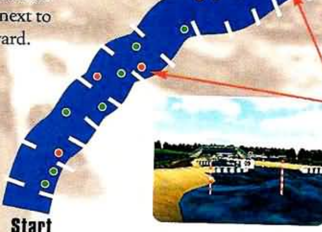
Kayak K1 Slalom

Kayaking is not only the most difficult event, it's also the most time-consuming. All you have to do is hold down buttons and steer, however, which is a relief for tired fingers. The controls include three buttons used for pole dodging, but they are next to useless. You're better off just paddling forward and backward.



Back and Forth

You have two strokes in your mighty kayak—forward and backward. Strangely enough, you get equal power with both, so there's no need to turn around.



Red and Green Gates

You can paddle straight through the green gates, but you must enter red gates from the other side. Don't miss or reenter a gate, or you'll get a huge penalty.

Event	Qualify
Open Trials	380sec
Invitation	360sec
Championship	350sec
Olympic Class	330sec



Left/Right
A Forward
B Backward



Dodge Gate Poles

Multiplayer

Like all Olympic games, Sydney 2000 becomes a lot more enjoyable when you have a few friends competing with you for the gold. Up to four players can take to the field at a time, each representing a different country.



Conclusion

Sydney 2000 has a wide variety of events, nice graphics and decent sound. It does, however, suffer from less-than-stellar play control and some very repetitious button mashing. But that has always been standard procedure for track and field games, and devoted fans of the genre should find Sydney 2000 a welcome addition to the group.

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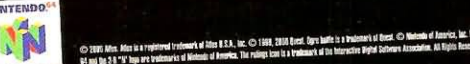
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Everyone's favorite talking toddlers return to the N64 in a game from THQ and Avalanche that's based on a much-anticipated motion picture.

Rugrats in Paris THE MOVIE

EVERYONE E CONTENT RATED BY ESRB

Euroreptarland

The Rugrats were hoping to enjoy their time at a Paris amusement park, but Robosnail has captured the princess and the famous tots must save her. Acting as one of the stars, you will spend hours in Euroreptarland playing games and trying to earn enough tickets to complete the mission.

PRINCESS THEATRE

Test your reflexes at Whack-a-Ninja, toss cookies at targets or battle wooden zombies in Euroreptarland's Princess Theatre.

GOLF PARK

Prepare for nine of the wackiest holes of minigolf you'll ever play. Also, Reptar is located in the Golf Park.



REPTAR ISLAND

Your driving skills will be put to the test when you battle ninja and your friends in several bumper car games.

OOEY GOOEY WORLD

Green gobs of goo fall from the ceiling as you sail around a swampy area, playing games and earning gold tickets.

MAIN ENTRANCE

Besides playing Baseball Toss at the entrance, you can trade tickets for prizes, such as the important Reptar Helmet.

Main Entrance

Take an early opportunity to become familiar with the general layout of Reptarland. Notice the signs overhead directing you to the Baseball Toss, Prize Center or Monorail. Maps of each area are also available throughout the park.

TONS O' TICKETS

The main goal is to collect enough gold tickets to buy the Reptar Helmet, which controls Reptar and will allow you to save the princess. Red tickets are helpful for collecting puzzle pieces and prizes.





Red tickets are available nearly everywhere, hovering above the ground. After you grab a red ticket, another will eventually appear in the same spot. Gold tickets are earned after winning the various games.

THE PRIZE CENTER

When your pockets are overflowing with tickets, head to the Prize Center and get rewarded for all your hard work. Puzzle pieces will help you earn gold tickets at the numerous puzzle game areas across the park.





The trading process is simple: Move the spotlight over the item you want to obtain and press the A Button. Of course, you won't be allowed to get a prize you don't have enough tickets for. To exit, press B.

DON'T BE PUZZLED

Solving puzzles is the easiest way to earn gold tickets. But you can't play unless you have enough red tickets to purchase a colored puzzle piece. Solve the same puzzle multiple times to get extra red tickets. Press B to rotate puzzle piece 90 degrees.



When you find a puzzle spot on the ground, stand over it and press the Z Button to bring up your inventory. Select the appropriate colored piece to play the game. You can try each puzzle more than once.



Notice that the border of the picture is already in place. Your job is to fill in the center. The first piece is always the most difficult to place, but it usually fits somewhere around the edge. The picture remains the same each time you play.

BATTER UP! BONUS GAME

Baseball Toss is one of several games that feature bonus rounds, giving you a chance to win an extra ticket if you achieve a perfect score. But don't frustrate yourself trying to reach the game's bonus.







When aiming for the faster targets, such as the airplane, you'll need to anticipate where it's headed and throw the ball in front of it, like a quarterback leading his receiver. In the limited ball rounds, use only one ball per target.





I Spy a Rugrat

What are all those Rugrats up to in Euroreptarland? Trade for the Spyglass and use it while standing over the spot near the Main Entrance. Flip through the pictures with the A Button. The Spyglass won't help you win the game, but oh what fun!

Golf Park





To reach other areas of Euroreptarland, simply take the escalator to the Monorail and choose your destination. Golf Park features nine holes of challenging minigolf and a few other ways to earn gold tickets.

SIMPLE YELLOW PUZZLE

From the Monorail, go right and then take the first left to find the yellow puzzle. It will be easy if you study the border, because the left side of the puzzle is blue and the right side is black.



REPTAR'S WAREHOUSE

After exiting the Monorail, head left and then take a right at the fork. You'll see a door labeled KEEP OUT, which leads to a warehouse. Inside, you'll find a lonely person willing to trade for a gold ticket.



PUTT FOR PRIZES BONUS GAME

To succeed in minigolf, you'll need to take advantage of the shortcuts. When close to the flag, use the reverse angle to line yourself up with the hole and don't swing too hard! Keep in mind that you can earn a bonus ticket by beating the course record.





Princess Theatre





Princess Theatre is one of the most enjoyable areas because of its easy ways to earn gold tickets. If you have a bunch of red tickets, pick up the frog at the Prize Center before coming to the area.

WHACK-A-NINJA BONUS GAME

Be sure to stop at the most valuable game in the park because it's a fast, simple way to earn tickets. You must whack the ninja, but not the bears, so focus on the color difference between the two.



LICK'EM, STICK'EM BONUS GAME NP

Watch the reflection of your character's eyes in the water to find out where the next bug is likely to be coming from. In the early rounds, keep the frog spinning and licking. Once the bees arrive, use your tongue only when you have a clear shot at a bug.





COOKIE TOSS BONUS GAME

You may want to play Toss Your Cookies several times to earn extra tickets. It is significantly easier than the Baseball Toss, and you can play a bonus round if you get a perfect score.



Keep the target in the center of the screen and move it up and down and side to side. Control is key to success, so don't move the cursor around wildly. You have unlimited cookies to toss.

CHUCKIE CHAN

Chuckie Finster is having a wild dream, and it involves monsters made of wood. Thankfully, Chuckie happens to be a martial arts master in his dream, and he can chop like a pro. Help him win to earn a gold ticket.



Always keep Chuckie moving, but don't attack too quickly. After knocking down a wooden zombie, wait for it to get back on its feet before launching forward. The wood is vulnerable after being hit.

Reptar Island



Reptar Island may bring back fond childhood memories of bumper-car wars or ticket-winning Skee-Ball streaks. Although the games are fun, keep in mind that they're among the most difficult to win.

BLUE SKY PUZZLE



The blue puzzle game is aptly named, because it includes a lot of blue sky. As a result, your job is easy. You'll always know whether a piece belongs on the top or bottom.

BOWL-CANO BONUS GAME



Follow the volcano signs to the cavernous area that hosts the bowling game. It will take some time to find a pattern that works. Try moving three nudges to the left and throwing with full power.

BUMPER BATTLES

Those Rugrats may be too young to drive, but they can still go wild in the bumper cars. There are three distinct bumper car games, each requiring a unique strategy. Bumper Hockey and Bumper Tag call for aggressiveness, while the standard Bumper Cars game demands a slow approach. If you find yourself struggling to win one of the lengthy bumper car games, move on to easier contests.



In Bumper Hockey, charge the puck and try to get a big lead. Then drop back and play defense. Silver balloons are worth points, so grab them when possible.



Be patient in the Bumper Cars game and don't bother collecting a ton of balloons. Wait until the final few seconds and ram the player with the most points.



In Bumper Tag, store up five pucks and aim for a ninja. Once a ninja is hit three times, his car will stop moving and you'll get to focus on the others.

Ooey Gooey World







Mystical music and neon-green slime give Ooey Gooey World an eerie feel. The games are fairly complex, so avoid the area unless you're up for a challenge. On a positive note, red tickets are in abundance.

ONE FINAL PUZZLE



The red puzzle is located at the back of a dead end, and it's slightly more challenging than the others. But the same rules still apply—study the border and match the pieces accordingly.

OOEY COLLECTION

The easier of the two games, the Ooey Collection will introduce you to the layout of the swampy area and give you a chance to become familiar with it.



Start with the first level and clear all the balloons. Make your way up to the second story and do the same. Finally, clear out the highest level. Study the routes in preparation for the next game.

START THE MUSIC

You'll soon notice that the tunes last for varying lengths of time. To plan the perfect path, you'll need to play the level several times.



The cat and mouse on the first level must be the final two creatures you bump. Motor to the higher levels, start all the tunes, and then drop off the ledge to get yourself back to the first level.



Snag the Snail-O-Bot





The time has finally come. After wandering around the amusement park for hours and hours, you've earned enough gold tickets to trade for the Reptar Helmet, defeat Robosnail and save the princess.

REPTAR HELMET

When you entered the warehouse in Golf Park, you probably noticed the huge dinosaur known as Reptar. Return to the warehouse with the helmet and get ready for a battle in the streets of Paris.





Enter the warehouse and head to the right. Read the helmet's instructions before standing on the magical spot and cycling through your inventory. When you select the helmet, you'll be whisked into downtown Paris.

REPTAR VS. ROBOSNAIL

The deadly Robosnail has captured the princess and is causing havoc in the city streets. Reptar must use his strength to smash the evil snail. Unfortunately, Reptar is much slower, so you'll need to be smart to win the battle.







You may be up against a snail, but he's a lot quicker than you are. Immediately head to the right and hide behind the farthest building. Robosnail will follow you and get himself stuck in the alley. Unleash your fire and sharp claws before Robosnail can launch a heavy attack.

Pick a Peck of Pickles

A FRIENDLY CONTEST

After working hard to save the princess, Tommy Pickles and his family and friends just want to have a little fun in Euroreptarland. Grab a few friends of your own and start an amicable competition with one of the multiplayer modes. The Rugrat who gets the most points in four different games wins!





In multiplayer mode, four games are chosen at random. Every contestant plays solo, and the scores are tallied after each round. You never know which games will be selected, so be sure to practice them all.



Time to Go Home

While playing the game, you'll hear the Rugrats say, "I want to stay in Euroreptarland forever!" But, alas, once the princess is saved, the game is over and it's time to leave the park. If you really enjoyed yourself, you can raise the difficulty setting and try to win all over again.



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Pokémon

Gold Version Silver Version®

The exploration of Pokémon Gold and Silver continues beyond the Ruins of Alph. This month, you'll learn about new places, new people and new Pokémon. It's all part of the service for the Pokémon source—Nintendo Power.



Gotta Catch Some More

Last month, the Power Pokémon Gold and Silver tour finished exploring the Ruins of Alph, where the unusual Pokémon known as the Unown were discovered. This month's journey will take you to the mysterious Ilex Forest, a well full of sad Slowpoke and an underground mall where Pokémon hairdos are all the rage. The latest tour will guide you through the next two Gym Leader battles, introduce you to a man who makes custom Poké Balls and tune you to the mellow sounds of Pokémon Radio. You might even meet some new Pokémon.





The route between Azalea Town and Violet City begins just outside the eastern entrance to the Ruins of Alph. You can reach it by heading south from the Gym in Violet City or leaving the Ruins of Alph through the eastern gate. Expect plenty of Trainer battles and lots of grassy areas where wild Pokémon hide. The Trainers on the bridge are fond of Water-type Pokémon. Later in the game, you can surf in the water by the bridge to find Tentacruel.



#179 MAREEP TYPE: ELECTRIC

Mareep the electric sheep is found on Route 32. Don't be shocked—it is a dynamo against Water-types.

LEVEL 15 #180 FLAAFFY ELECTRIC
LEVEL 30 #180 AMPHAROS ELECTRIC

Attacks	HMs
THUNDER WAVE	FLASH
LIGHT SCREEN	STRENGTH
THUNDER PUNCH	
THUNDER	



#194 WOOPER TYPE: WATER/GROUND

Wooper's Water-and Ground-type status makes it partially shockproof, but Grass-types will make hay.

LEVEL 20 #195 QUAGSIRE WATER/GROUND

Attacks	HMs
EARTHQUAKE	SURF
RAIN DANCE	FLASH
MIST	WHIRLPOOL
HAZE	STRENGTH (#195)

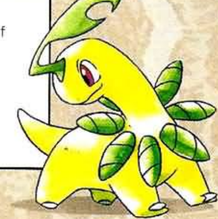


#152 BAYLEEF TYPE: GRASS

Chikorita evolves into Bayleef at Level 16. Razorleaf and Solar Beam will keep it growing strong.

LEVEL 32 #154 MEGANIUM GRASS

Attacks	HMs
RAZOR LEAF	CUT
SYNTHESIS	STRENGTH
BODY SLAM	
SOLAR BEAM	



Need for Seed

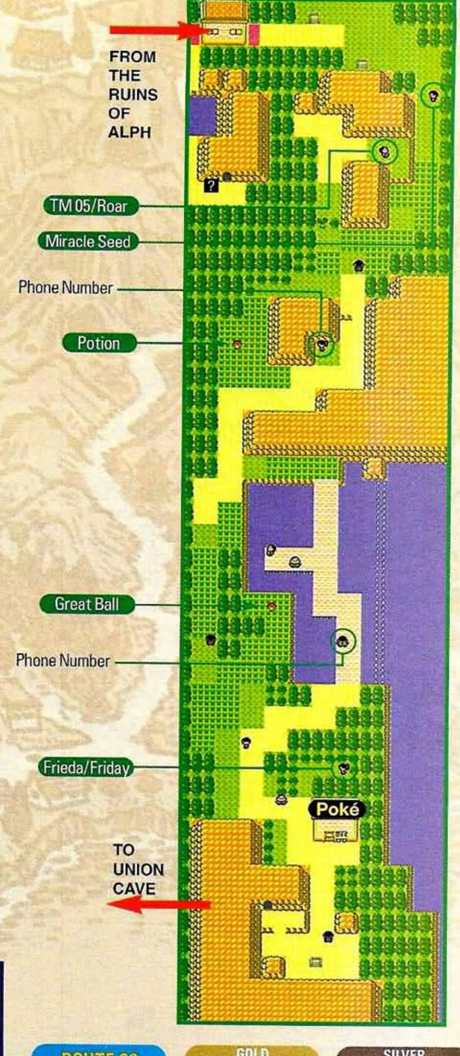


The scenery along Route 32 is very green, and you'll earn a green thumb if you take the seed that is offered to you along the way. The Miracle Seed, when given to a Pokémon to hold, increases the power of a Pokémon's Grass-type attacks.

Fish Tales!



Stop by the Pokémon Center on Route 32 and talk to the old fisherman to get the Old Rod. Then go fishing for water-type Pokémon on the bridge. The water-type Pokémon are biting mad, but their soggy strategy will dry up if you hit them with Grass-type or zap them with Electric-type attacks.



ROUTE 32	GOLD Morn.	GOLD Day	GOLD Night	SILVER Morn.	SILVER Day	SILVER Night
#19 RATTATA	MANY	MANY	MANY	FEW	MANY	NONE
#23 EKANS	NONE	NONE	NONE	MANY	MANY	MANY
#41 ZUBAT	FEW	NONE	FEW	FEW	NONE	FEW
#69 BELLSPROUT	MANY	MANY	MANY	MANY	MANY	MANY
#187 HOPPIP	MANY	MANY	NONE	MANY	MANY	NONE
#194 WOOPER	FEW	NONE	MANY	FEW	NONE	MANY

Union Cave

Connecting Route 32 and Route 33 is Union Cave, a haunt of Pokémon Trainers who concentrate on Rock- and Ground-type Pokémon. You'll also find wild Zubat and other Pokémon lurking in the dim recesses of the cavern. Use Water- and Grass-type Pokémon to erode the opposition. When you have Surf and Strength, return to Union Cave and explore further. You'll find some interesting specimens underwater in the ponds.

First Floor

Poké Gear

FROM ROUTE 32

A

Great Ball

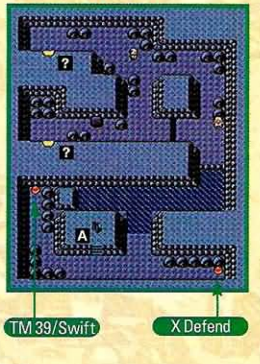
TO ROUTE 33

B

X Attack

Awakening





TM 39/Swift

X Defend

Basement 2



Return Later



With Surf and Strength you can visit new locations in Union Cave. You'll find more of the mysterious panel puzzles that you found in the Ruins of Alph, and if you visit the lowest reaches on Friday, you may find another surprise.

Basement 1-2

B

C

FIRST FLOOR	GOLD Morn.	GOLD Day	GOLD Night	SILVER Morn.	SILVER Day	SILVER Night
#19 RATTATA	MANY	MANY	MANY	MANY	MANY	MANY
#27 SANDSHREW	MANY	MANY	MANY	NONE	NONE	NONE
#41 ZUBAT	MANY	MANY	MANY	MANY	MANY	MANY
#74 GEODUDE	MANY	MANY	MANY	MANY	MANY	MANY
#95 ONIX	FEW	FEW	FEW	FEW	FEW	FEW



The short route between Azalea Town and Union Cave is where you'll find Hiker Anthony, a Trainer who will call often to tell you about unusual Pokémon if you give him your phone number. You'll find wild Rattata, Spearow, Ekans, Zubat and Hoppip hiding in the tall grass along the way.





ROUTE 33	GOLD Morn.	GOLD Day	GOLD Night	SILVER Morn.	SILVER Day	SILVER Night
#19 RATTATA	MANY	MANY	MANY	MANY	MANY	MANY
#21 SPEAROW	MANY	MANY	NONE	MANY	MANY	NONE
#23 EKANS	NONE	NONE	NONE	MANY	MANY	MANY
#41 ZUBAT	FEW	NONE	MANY	FEW	NONE	MANY
#187 HOPPIP	MANY	MANY	NONE	MANY	MANY	NONE

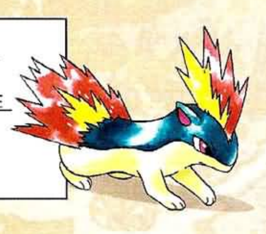


#155 QUILAVA TYPE: FIRE

Quilava can burn through enemies using Flamethrower. Swift is another hot attack.

LEVEL 36 #154 TYPHLOSION FIRE

Attacks	HMs
SMOKESCREEN	CUT
QUICK ATTACK	STRENGTH
SWIFT	
FLAMETHROWER	



Azalea Town

When you first arrive in Azalea Town, the place is abuzz with rumors of terrible things happening at the Slowpoke Well just east of town. In the battles to come, you'll make a friend in Kurt and face the wrath of Team Rocket. Returning later to Azalea Town, you'll get special Poké Balls. As for the Gym, it's guaranteed to bug you.



Kurt's House

A

Old KURT is on his way!

Team Rocket blocks the entrance to the well when you first arrive. Go to Kurt's house, then return to the well and help Kurt with the goons.

After helping the Charcoal Maker's apprentice in Ilex Forest, return to the house and collect Charcoal, which powers up Fire-type attacks.

Before Bugsy

C

The Azalea Town Gym is off-limits until you defeat Team Rocket at the Slowpoke Well. A man will block the door until you end the cruelty in the well. When you enter, prepare to be bugged.

Well-ness

B



Go back to the Slowpoke Well and take over for Kurt. The Team Rocket Grunts use Rattata, Zubat, Ekans and Koffing. A strong Ground-type such as Geodude is a good lead Pokémon.

Visit Kurt Again

A



After the Slowpoke are safe, Kurt will offer to make custom Poké Balls for you. Return with various types of Apricorns and give them to Kurt. He'll turn them into one of seven special types of Poké Balls.

Second Gym Leader, Bugsy!



Bugsy brings out Metapod, Kakuna and Scyther. Use a Fire- or Flying-type Pokémon. If you win, you'll receive the Hive Badge, the ability to use Cut outside of battle, and TM 49, Fury Cutter.

Your Rival



As you head toward Ilex Forest after defeating Bugsy, you'll run into your Rival. You should have no trouble if your Pokémon are over Level 16.

Slowpoke Well

Team Rocket has been chopping off the tails of Slowpoke and selling them for profit. When you enter the well, you'll have to defeat all four of the Team Rocket grunts. Doing so will open up things in Azalea Town. Since you'll face many Poison-type Pokémon, stock up on Psncureberry or Antidote before venturing into the well.

Basement 1

Super Potion

Basement 2

TM 18/Rain Dance



When You Return

A

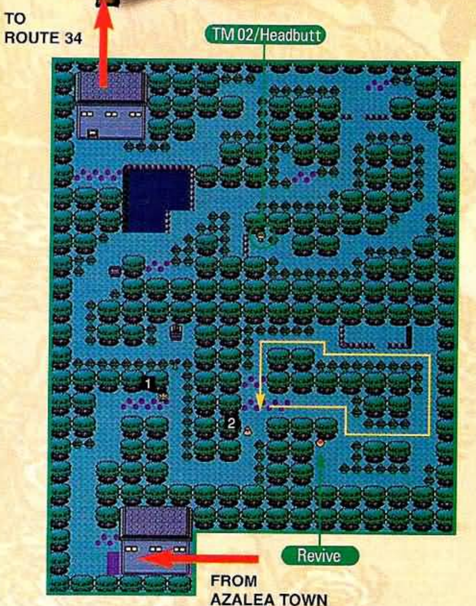
The water is calm. Want to SURF?
YES
NO

After receiving Surf and Strength, return to the Slowpoke Well and explore further. You'll find items such as the King's Rock, Super Potion and TM 18, Rain Dance.

BASEMENT 1	GOLD Morn.	GOLD Day	GOLD Night	SILVER Morn.	SILVER Day	SILVER Night
#41 ZUBAT	MANY	MANY	MANY	MANY	MANY	MANY
#79 SLOWPOKE	MANY	MANY	MANY	MANY	MANY	MANY

Ilex Forest

The gloomy forest to the northwest of Azalea Town is home to many wild Pokémon, but it isn't the home of the Charcoal Maker's apprentice who has wandered into the wood in search of the missing Farfetch'd. After helping the apprentice catch the feathered Pokémon, proceed through the larger maze area of the wood, finding items and catching wild Bug- and Grass-type Pokémon, such as Caterpie and Oddish. There are plenty of Zubat flying about, as well.



ILEX FOREST	GOLD Morn.	GOLD Day	GOLD Night	SILVER Morn.	SILVER Day	SILVER Night
#10 CATERPIE	MANY	MANY	NONE	NONE	NONE	NONE
#11 METAPOD	MANY	MANY	NONE	NONE	NONE	NONE
#14 KAKUNA	NONE	NONE	NONE	MANY	MANY	NONE
#13 WEEDLE	NONE	NONE	NONE	MANY	MANY	NONE
#41 ZUBAT	FEW	FEW	MANY	FEW	FEW	MANY
#43 ODDISH	NONE	NONE	MANY	NONE	NONE	MANY
#46 PARAS	MANY	FEW	MANY	MANY	FEW	MANY

1 Lend a Hand



The Charcoal Maker's apprentice has lost the precious Farfetch'd in the woods and can't catch it. It's up to you to herd the bird and return it to the apprentice. Once you succeed, you'll earn TM 01, Cut, and you'll be able to cut down trees.

2 Herd the Bird



The Farfetch'd tries to flee in the opposite direction of your approach. The idea is to drive it to the apprentice, which will take patience.

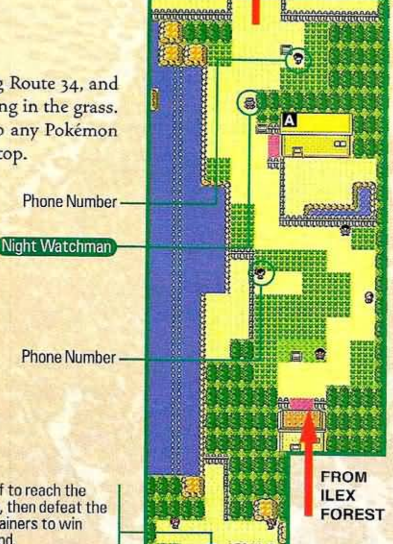


Plenty of Trainers stand ready to challenge you along Route 34, and lots of new Pokémon such as Abra and Ditto are hiding in the grass. The Psychic-type Drowzee is an excellent addition to any Pokémon collection. The Daycare center is another important stop.

A Have a Care / A Good Egg



If you leave your Pokémon with the couple at the Daycare center, they'll raise your animals until you return. Be prepared to pay a hefty fee for their services. If you leave two Pokémon of different genders, you might return to the Daycare center to find an egg.



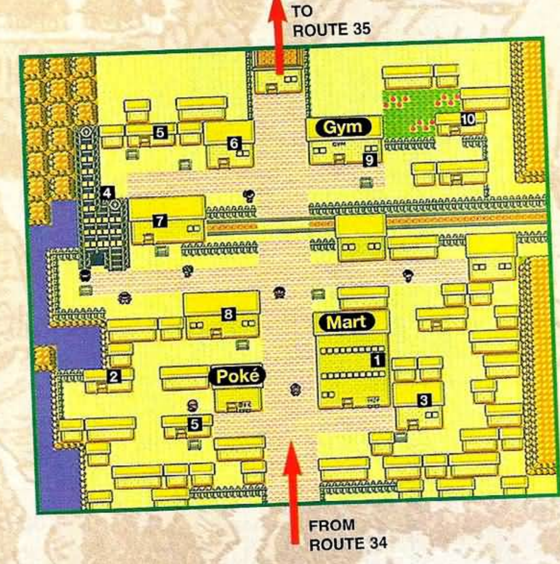
Use Surf to reach the clearing, then defeat the three Trainers to win Soft Sand.

ROUTE 34	GOLD Morn.	GOLD Day	GOLD Night	SILVER Morn.	SILVER Day	SILVER Night
#19 RATTATA	MANY	MANY	MANY	MANY	MANY	MANY
#63 ABRA	MANY	MANY	MANY	MANY	MANY	MANY
#96 DROWZEE	MANY	MANY	MANY	MANY	MANY	MANY
#132 DITTO	FEW	FEW	FEW	FEW	FEW	FEW

Goldenrod City

It seems that all roads lead to Goldenrod City. On your first visit, you'll find valuable items, such as the Bicycle and Squirtbottle, and meet interesting people, including a pair of Pokémon barbers and Bill, who invented the Pokémon storage system. The metropolis holds many secrets, too, like the Underground. The biggest secret of all has to do with the Radio Tower and its missing director, but you won't be able to solve that riddle until later. Don't forget to get pumped for the big Gym battle with Whitney and her mighty Miltank.





1 Stop 'n' Shop



The huge department store in Goldenrod City holds almost everything a Pokémon Trainer could want. Each floor specializes in different types of items. On the second floor you can buy potions and Poké Balls while on the fifth floor you can buy Technical Machines.

2 Bill's Number



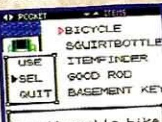
Visit Bill's house and exchange phone numbers with Bill's kid brother. Once Bill has your number, he will notify you when your Pokémon box is full. You can call Bill and check on the box status at any time.

3 Speed Cycling



Get a loaner bike from the The World Is a Cycle Path Bike Shop in Goldenrod City. The shop is tucked away in the southeastern part of town. Once you have the bike, use it to zip between locations.

Instant Bike



Register your bike so you can use it at any time with the push of the Select Button. Go to your pack, choose the Bicycle and push the A Button. Choose the SEL option on the pop-up menu to register the bike.

4 Tower of Power



The higher levels of the Radio Tower are closed at first, so you will have to return after winning seven Gym Badges. Meanwhile, you can check your Lucky Number. The Radio Card for the Poké Gear lets you listen to Pokémon radio shows.

Radio Free Pokémon



After winning seven badges, return to the Radio Tower and challenge Team Rocket. You'll have to win two Key Cards—one in the Tower and one in the underground—before you'll be able to reach the mastermind.

#158 CROCONAW TYPE: WATER

At Level 18, Totodile evolves into Croconaw. Hydro Pump and Bite will make a splash in most battles.

LEVEL 30 #160 FERALIGATR WATER

Attacks	HMs
BITE	CUT
SLASH	SURF
SCREECH	WHIRLPOOL
HYDRO PUMP	STRENGTH



5 Under Goldenrod City

Goldenrod City's Underground contains shops, Pokémon barbers and some other surprises. One shop is open only on Monday morning. Another is open on weekends. You'll find the Coin Purse in the Underground, and you'll also find a locked door tucked away. Leave that for later.



The Bargain Shop is open on Monday morning only. You can pick up cheap items and sell them to other shops for a profit.

The barbers will give your Pokémon a trim. The haircut will make your Pokémon happier, but only one can get trimmed each day.

Kanpo sells inexpensive medicines, but they're bitter and your Pokémon won't like taking them.

Game Corner



The Game Corner features two games of chance. You can take your winnings to the back counter and purchase an Abra, Sandshrew or Dratini. You can also trade in game coins for TM 14, Blizzard, TM 25, Thunder and TM 38, Fire Blast.



The Guessing game has 24 cards face down on a table. You have to try to guess the next card that will be revealed. You can pick lines or multiple lines, but the payoff is less than if you choose a single card. Go for the big numbers and big payoffs.

At the Gym



All of the Trainers in the Goldenrod City Gym are females, and they have a preference for Normal-type Pokémon. You might want to bring out a Fighting-type Pokémon such as Machop.

What's in a Name?



Although he is called the Name Rater, the man in Goldenrod City seems to think all names are pretty good. The real reason to visit the Name Rater is to change the nickname of a Pokémon.

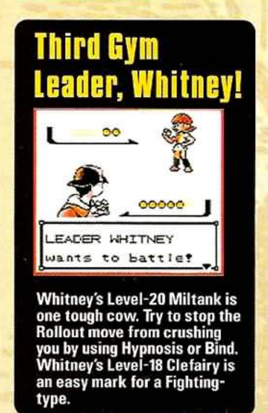
Train Trouble

7

The train won't be along for quite some time, so don't worry about it until later. Once the express route is up and running, the train will take you to the region of Kanto where the first Pokémon adventure took place.

The train hasn't come in…

Third Gym Leader, Whitney!



Whitney's Level-20 Miltank is one tough cow. Try to stop the Rollout move from crushing you by using Hypnosis or Bind. Whitney's Level-18 Clefairy is an easy mark for a Fighting-type.

Don't Forget



Remember to stop by the girl's house after defeating Whitney. The Squirtbottle will help you solve the riddle of the quivering tree.

Golden Opportunities

You're well on your way to becoming a great Pokémon Trainer, but the toughest battles are still ahead. You've already heard about the upcoming battle with Team Rocket over the Radio Station, and that's just one of many training grounds where you'll have to show the world what it takes to be a Pokémon champion. Next month, Nintendo Power will continue with bug-catching contests and more.



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NATSUME'S HARVEST MOON 2 FOR GAME BOY COLOR IS SPROUTING ON STORE SHELVES THIS FALL, AND WE'VE SCOURED THE LANDSCAPE FOR BUSHELS OF TIPS AND STRATEGIES.

FARM LIVIN'

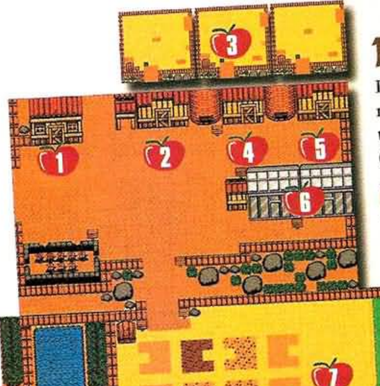
There is no dungeon diving in Harvest Moon 2, no horde of slavering monsters to slay. In spite of that fact, HM2 is a role-playing game of epic proportions, one in which your mind and (virtual) body will be tested to their utmost. As the heir to a small family farm, you have three years to turn your personal Ponderosa into a financial success. If you fail, your inheritance will be sold to make way for a theme park. What's so tough about growing turnips and milking cows? Listen, if you were to put a rampaging orc and one of Harvest Moon's grumpy Holsteins in an arena together—well, let's just say our money would be on ol' Bessie!

MR. OR MS.?

When the game begins, you must choose to play as a male or a female character. Either way, your skills and abilities are the same and the mayor will give you a chance to turn your farm around. Unlike in the original Harvest Moon, the central goal is not to get married, but you can make friends with the people in town.







RIGHT NEIGHBORLY

In fact, the townsfolk will bend over backward to help you. While you'll spend most of your time down on the farm, you'll go into town regularly for food, tools, supplies and companionship. Visit the public square north of town (not shown) to meet people and read the bulletin board.

1 HOME
This is your home, sweet home. It's rather humble, but if you wish, talk to the carpenter about a remodel.

2 COW BARN
The barn is fully equipped for up to four cud chewers. Cows (and fodder for them to eat) not included.

3 PASTURES
Use the pastures to grow grass for animal fodder and as places where your livestock can roam freely.

4 COOP
Up to four chickens can live in the hen house in comfort—just don't keep them cooped up all the time.

5 SHEEP SHED
The sheep shed is not "standard equipment" on your farm. Talk to the carpenter about having one built.

6 HOTHOUSE
The hothouse is another addition the carpenter can build for you if you've saved up enough money and lumber.

7 FIELDS
Keep your cash crops near the bin for quicker harvesting. The right side of the field is perfect for grass.

8 FISH POND
There are 18 types of fish in the river. You can sell what you catch or put it in the pond for posterity.



1 MAYOR
The mayor will always greet you with words of encouragement. Try not to let him (and yourself) down!

2 CHURCH
The Church will be closed when you begin the game, but a new minister will arrive within the first season.

3 SEEDS
Instead of cut blooms, the so-called Flower Shop actually sells seeds for flowers, crops and herbs.

4 CARPENTER
If you ask the carpenter about building something, he'll come to your house later with an estimate.

5 DOCTOR
If you're feeling under the weather, see the doc. He may have you stay in the clinic overnight.

6 TOOL SHOP
Most of your farm implements are made at the Tool Shop. Visit it often to find out about upgrading your tools.

7 LIBRARY
If you have a Game Boy Printer, go to the Library to print "photos" of festivals and the fish you've caught.

8 RESTAURANT
The food is good, but the desserts are overpriced. Any food you buy is delivered to your home automatically.

9 LIVESTOCK
Besides selling livestock and fodder, the merchant will also buy animals from you—at wholesale, of course.



FRIENDS & NEIGHBORS
All work and no play is just plain boring, so visit friends in town. In return, they may stop by the farm with a gift, a request or even a mystery for you to solve.



WHAZZUP?
As the proprietor of the Flower Shop, Daisy is the person you'll see most often. Don't just grab your purchases and go; be polite and talk with her.

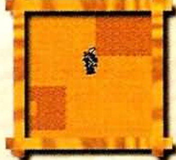
HOE DOWN

You'll spend the first few days clearing your fields and planting crops. Start in the main field below the house, which is close to a water source. Stagger your planting (say, two or three patches per day) so you don't have to harvest everything at once. Watering is very tiring, so don't have more than eight patches of crops at any one time.



CLEAR FIELDS

Use the hammer, the ax and your bare hands to clear the land. Weeds always come back eventually.



TILL THE SOIL

The ground won't accept seeds until you till it with the hoe. To return a dark, tilled square of land to its natural state, drop a rock on it.





PLANT SEEDS

Till the soil in a "C" pattern, leaving one square in the side of a 3x3 patch untouched. With seeds in hand, press A to scatter them in a square around you.

WATER DAILY

The "C" pattern allows you to water and harvest each square. If you fill in the entire 3x3 grid, once the seeds sprout, you won't reach the center square.

THE RIGHT TOOLS

The villagers will give you a few tools at the start. The more you use the basic tools, the faster the upgrades will become available.



AX

Chopping up stumps will give you the lumber you need to add on to your farm.



WATERING CAN

You must fill the watering can in the river. The sprinkler upgrade doesn't need filling.



GARDEN HOE

The normal hoe tills only one square at a time. The super model tills a long row.



SICKLE

Use the sickle to cut grass. It's put in the silo automatically—you don't have to haul it.

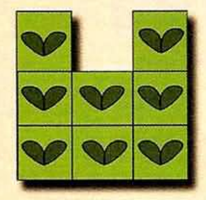


HAMMER

Even with the hammer, breaking rocks is one of the most tiring tasks on the farm.

SEED MONEY

You'll start with $500, your uncle will give you $1,000 as a birthday gift and you'll find another $1,000 at home.



NO CIRCLES?

This pattern is the most efficient for watering and harvesting. Keep a one-square border between the patches.

THROUGH EVERY SEASON

Each year is broken down into four 30-day seasons. As the seasons shift, so will the pace of life. Different crops are available at different times of the year, and various new tools and items will become available in different seasons and years.

SPRING

Don't water if it drizzles in spring. Turnips are a great starter crop, but asparagus yields a bigger profit.



SPRINKLER - YEAR 1

If you use the watering can a lot, you'll have the sprinkler late the first spring.



SUPER HOE - YEAR 1

Work the main field and pastures to earn the super hoe late in your first spring.

Crop	Cost
Turnips	$120
Asparagus	$300
Grass	$500

SUMMER



Melons look like moneymakers, but they take a long time to ripen. Stick with tomatoes for quicker profits.



BRUSH - YEAR 1

Don't have a cow unless you have a brush for grooming it. It is an essential item!



MILKER - YEAR 2

Buy the milker in the second year, which is the earliest you'll have mature cows.

Crop	Cost
Tomatoes (all season)	$200
Melons (all season)	$500
Grass	$500

FALL



One planting of peanuts will produce all season long, but yams command much higher prices. Take your pick!



HORSE - YEAR 1

On the first day of fall, a friend will stop by and ask you to care for a horse.



SADDLE - YEAR 1

Buying the saddle and learning to ride may be a useful—and profitable—venture for you.

Crop	Cost
Peanuts (all season)	$200
Yams	$180
Grass	$500

WINTER



Grass can't grow in winter, so be sure to stockpile a lot of fodder for your animals before the seasonal change.



SHAMPOO - YEAR 3

Use the shampoo regularly on your sheep to keep their coats clean and fluffy soft.



CLIPPERS - YEAR 3

You likely won't buy sheep (and, thus, won't need the clippers) until the third year.

Crop	Cost
Broccoli (all season)	$500
Napa (all season)	$500
Grass does not grow in winter	

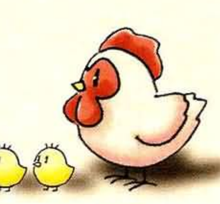
BUMPER CROPS



To sell crops, place them in the bin by five o'clock. You don't have to pick crops the day they ripen, but any delays will cut into future earnings. Remember that crops from one season will expire on the first day of the next season.

PROFITS

The chart shows how much the buyer will pay for your goods. Prices for crops are based on eight of each item.



Produce	Sell Value
Turnips	$320
Asparagus	$640
Tomatoes	$640
Melon	$1,040
Cabbage	$1,040
Broccoli	$800
Peanuts	$320
Yams	$480
Milk	$250
Cheese	$300
Butter	$300
Sheep Wool	$250
Fish	$300
Chicken Egg	$50

ANIMAL ANTICS

Raising crops will seem like a cakewalk compared to raising livestock. Animals can be temperamental and prone to sickness. Unless it's raining or wintertime, put them outside to keep them happy, but bring them in at dusk.

A MOO-VING EXPERIENCE

Cows require huge initial investments of time and money, but once they mature and begin producing milk, the returns will be huge!









QUALITY CARE

As with all your livestock, you should give each cow one piece of fodder per day. You should also brush them daily, as it helps keep them healthy and content.

BOVINE BOUNTY

Milk brings in good money, and butter and cheese bring in even more. The butter churn and cheese maker will become available later in the game.

WILD AND WOOLLY

Buying sheep isn't necessary to reach your goals, and they can be expensive. Besides the cost of buying and caring for them, you must also build a new barn especially for them.







NO CHEAP SHEEP

The special barn alone will set you back quite a bit, and you'll have to ask yourself whether you'll have the time to care for the sheep.

SHEAR MADNESS

Use the clippers to shear your sheep. Wool brings in reasonably good profits, and sheep will grow several coats in one year.

CHICKEN RUN

Unlike cows, chickens don't have "love meters," but they do have emotions and can become grumpy easily. Once again, let them roam during the day—weather and season permitting.





GOOD BREEDING

To keep start-up costs down, buy just one chicken and then incubate its eggs to hatch more chickens. It will take a few weeks for chicks to hatch and mature, but you'll save up to 3,000 smackers.

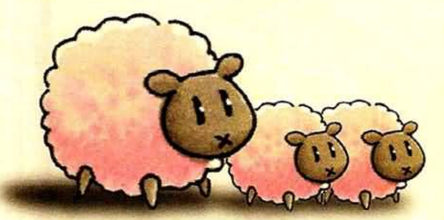
FISH TALES

Fishing is a very hit-and-miss activity, but if you have the time, it can provide some extra money between harvests. To sell fish, place them in the bin along with crops.



THE BIG ONES

You can fish anywhere along the river. If you place fish in the pond rather than sell them, something interesting may happen after a time.



THE BACK FORTY

To ensure your success, you may want to expand your holdings in your third year. If raising sheep isn't to your liking, you can give your green thumb an even bigger workout than usual in a new hothouse.



ESTIMATE

Though not quite as expensive as a sheep barn, the hothouse will still cost you a pretty penny—600 pieces of lumber and $50,000 altogether!



HOTHOUSE

You can grow herbs and flowers year-round in the hothouse. To see if you have enough lumber for the project, check the woodpile on the right side of your farm.

1 LUMBERJACK

Trees are truly a renewable resource in the game. Follow the mountain path to find stumps to chop up for lumber. The stumps regenerate every day.



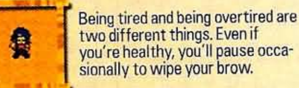
HEALTH & WEALTH

Ben Franklin was right about that "early to bed and early to rise" stuff. Don't stay up until midnight or work for long periods in the rain. If you become ill, your crops and livestock will suffer from neglect.



2 HOT SPRINGS

A quick dip in the hot springs at midday can help you recover from a strenuous morning and give you an energy boost for the afternoon.





Being tired and being overtired are two different things. Even if you're healthy, you'll pause occasionally to wipe your brow.

As you become tired, you may pause more often during your work. Just look at the stress on your face! That can't be good!

Stress and overwork can lead to low energy overall and illness. You may find yourself working harder but accomplishing less.

If you push yourself too hard, you may just collapse, unable to do the simplest task. You should turn in early, buckaroo!



EXTRA CASH

The mountain path is a good source of extra cash as well as lumber. Look along the path for wild fruits and berries to sell. Put them in the bin, just like crops.

HAPPY HOLIDAYS

Besides using the hot springs to unwind, take advantage of the seasonal festivals and holiday celebrations in town. You can relax, have fun and solidify your friendships with your neighbors.

Spring	Summer
Cherry Cup Races	Hurricane
Flower Viewing	Star Festival
Winter	**Fall**
Heavy Snow	Moon Viewing
Thanksgiving Festival	Harvest Festival





CHERRY CUP RACES

If you learn how to ride, you can saddle up and enter the local Cherry Cup horse race. Even if you don't compete, you should still attend the race.

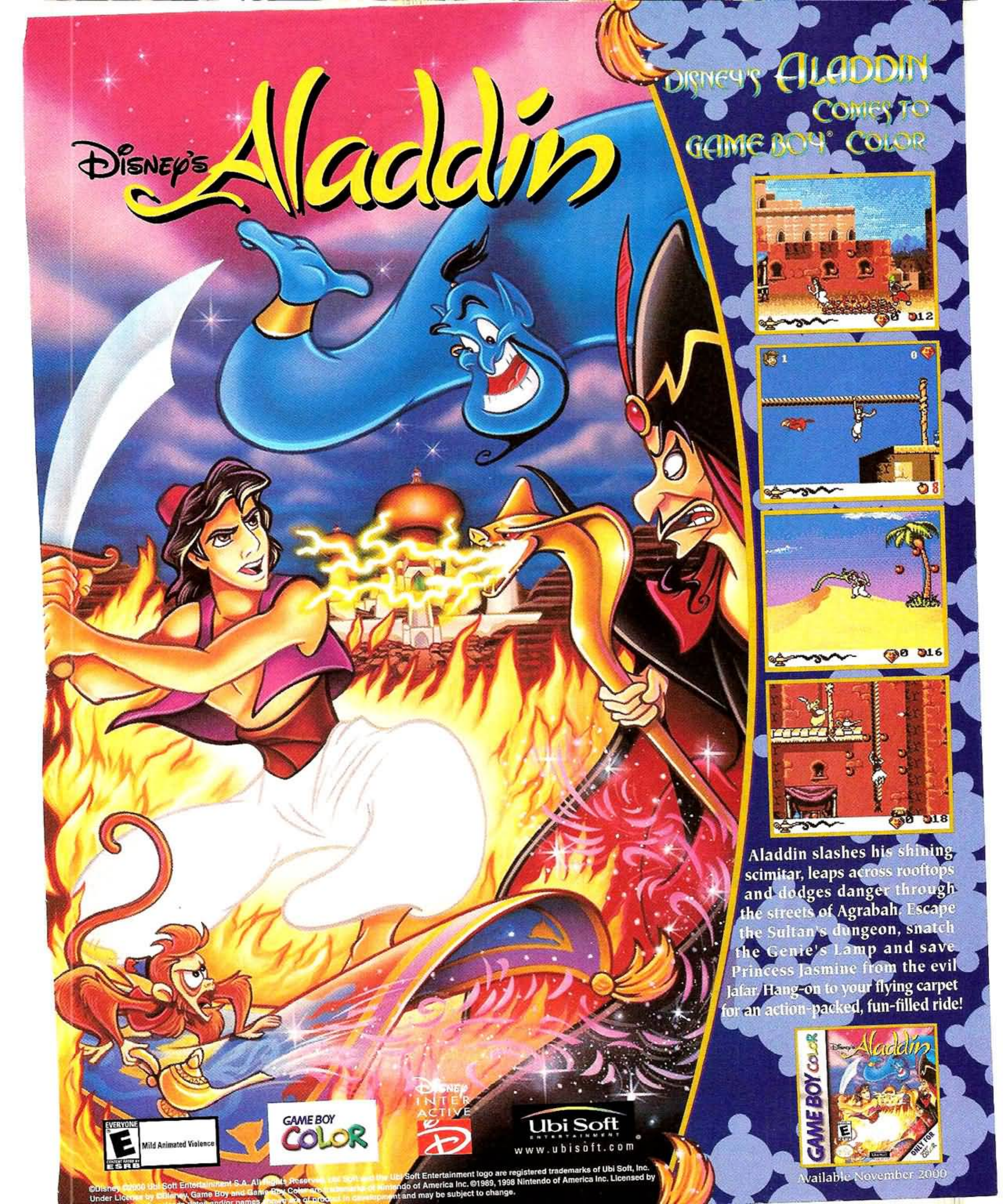


STORM WARNINGS

Check your Schedule subscreen for festival dates and weather warnings. You can't work on stormy days, and the extreme weather can damage your crops.

COUNTRY COMFORT

After you put in 12 seasons of hard work and devotion, the mayor will decide your farm's fate. If hizzoner gives you a green-thumbs-up, you'll be allowed to continue past the three-year mark. While the game is not everyone's cup of tea, if you're ripe for a different kind of role-playing challenge, then Harvest Moon 2 GBC could be your pick of the fall game crop.



Disney's Aladdin
Disney's Aladdin comes to Game Boy® Color
Aladdin slashes his shining scimitar, leaps across rooftops and dodges danger through the streets of Agrabah. Escape the Sultan's dungeon, snatch the Genie's Lamp and save Princess Jasmine from the evil Jafar. Hang-on to your flying carpet for an action-packed, fun-filled ride!
Game Boy Color
Available November 2000
Everyone
E
Content rated by ESRB
Mild Animated Violence
Game Boy Color
Disney Interactive
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Game Boy a-Go-Go



Filmtastic Fun

Forget the cineplex—Hollywood's hottest creations are debuting this season on the little square screen of your Game Boy Color. Toy Story's Buzz Lightyear provides the first-stage booster rockets this month for a cosmic collection of movie-themed games. Exciting new attractions like Little Nicky and the Grinch share the marquee with dusty favorites like Blade and the Mummy, but the games themselves are all brand-spanking new. Grab some popcorn, sit back and enjoy our coming attractions. Trash receptacles are located in the lobby.



Good Buzz

If you know Buzz Lightyear only as the plastic action figure from the Toy Story movies, then you should head to the Gamma Quadrant to start spacing out with Star Command. Activision has charted a course for galactic adventure that follows the path laid down by Disney and Pixar in Buzz Lightyear of Star Command. The top-down shooter will send you hurtling toward an interstellar collision with the evil Emperor Zurg, and you'll have to bring a constellation of cosmic scofflaws to justice along the way.







Ready, Action!

As Star Command's top space warrior, you'll be required to round up the galaxy's most wanted criminals on a series of inhospitable planets. You may get a medal for each undesirable you collar, or at least a chance to redeem yourself on another mission.



Nebula's News

Commander Nebula will issue you orders at the start of each mission, bringing you up to light speed on the latest criminal activity in the quadrant. He'll also provide you with images of the villains you're after, so you'll recognize them in the field.



XR-Cise Caution

Lightyear's robot partner, XR, has been blasted to bits by enemy lasers, and it's up to you to collect the scattered pieces on the different worlds you visit. Each part looks like a fully assembled XR.

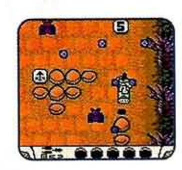
Shooting Locations

Each mission is a combination of a race and a shootout. You'll need to fight through waves of enemies quickly to reach the boss's small battlefield at the end of each level. Don't spend too much time fighting enemies along the way, or your time will run out before you reach the boss.



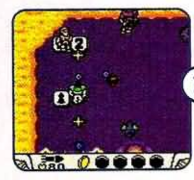
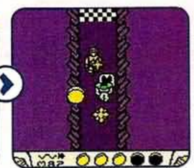
Brass in Space Pocket

Star Command pays you well, but you'll often find yourself in need of some pocket change for weapons and transportation upgrades. Defeated enemies are the best source of spare coins.



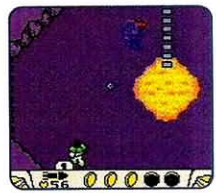
Pay as You Go

You'll find weapon and transportation upgrades along the way at prices that range from one to five coins. You can carry only up to five coins at a time, so spend your money wisely.

The Gauntlet

Most levels are long corridors that sometimes narrow into simple mazes. You'll probably take some hits from the multitudes of enemy robots, so pick up hearts to restore health.



Make a Collar

The criminals you've been chasing won't just give up when you catch them at the end of the levels. Use weapons with colors that correspond to an enemy's damage bar.



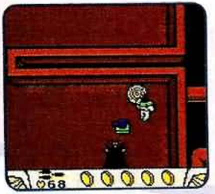
Ensnarled by Snakes

Watch out for debilitating space snakes during your sprint to the boss area. Your controls will be reversed after the snakes affix themselves to your head. The effect is temporary but exasperating.



Rocket Man

You'll spend most of your missions on foot, but there will be many occasions when you'll need to make use of your rocket pack to hop over bodies of water or between platforms. Use the B Button to blast off.



Beam Ahead

Warp pads cost five coins to operate, but they're well worth it if you're running behind in your pursuit of a boss. They'll automatically propel you forward in the level.



Zap Zurg

The biggest bad guy of them all is waiting for you at the end of the final level. Stock up on coins so you can use the weapons power-ups on the battlefield. You'll need to hit him with several types of ammo before he'll give up.



Poultry Prison

Oppressed poultry everywhere will have reason to crow with the release of Chicken Run, THQ's new adventure/puzzle game. As Ginger—the fearless, feathered leader from the fantastic film—you'll need to show your fowl friends the way to freedom from Mr. and Mrs. Tweedy's barbed-wire containment pens.





Free Bird

Each level in Chicken Run requires you to learn the correct sequence of actions needed to lead your sister hens to safety. Your mission will always involve bypassing the various security measures the Tweedys have installed at the farm, like dogs or searchlights. Once you've found, or created, a safe route to the exit, you can lead your fellow chickens there by creating a trail of chicken feed.



Freedom Trail

You're much brighter than the average chicken, so it's up to you to do the thinking for them. Lay down a path of chicken feed to lead them in the right direction. Don't spread out the feed too much, or they'll get lost.



Lights Out

Light is your enemy whenever you're trying do something sneaky, like breaking out of prison. The spotlight trained on your tunnel entrance is controlled by a switch at the top of a pole. Use a box to reach it.



Wrenching Experience

The grates on the ground are linked by air ducts that often allow you to move through otherwise inaccessible areas. You must use a wrench to open the grates, but once they're open, they stay open. Place chicken feed in front of the grate to make the hens enter the air ducts.



Quiet Reflection

The eyeball security systems periodically scan their immediate area for signs of trouble. They'll send up the alarm if they see unauthorized personnel. If you place mirrors in front of them, however, they'll be blissfully unaware of your activities.



Card Acceptance

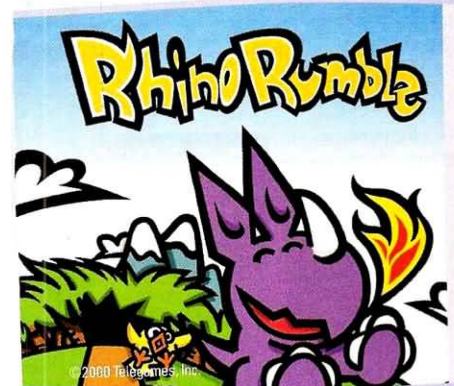
As you get closer to the exit of the Tweedy Farms facility, the security systems become more sophisticated. Pick up Key Cards on the ground then use them to turn off the laser beams that protect the exits.



Bouncing Step

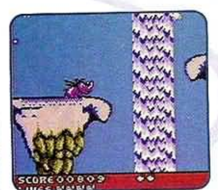
The other hens don't have your vertical leaping abilities, so there are times when you'll need to place springboards near obstacles to keep them moving to the exits. Set the device's direction arrow then place chicken feed in front of it to make the hens automatically jump.

Roaming Rhino



Rhino Rumble puts you on the horns of a dilemma: You've just eaten a pile of spicy chili peppers, and you need to find some water to put out the fire in your mouth. The problem is, nobody wants to share scarce jungle resources with a thirsty rhino. You'll need to fight your way past belligerent beasts to reach refreshment in Telegames' fast-paced platformer.





Thirsty Work

You'll find that the search for a simple drink of water can get very complicated for a rampaging rhinoceros. Starting in your natural jungle—or savanna, if you want to get nitpicky—habitat, you'll soon explore unfamiliar territory in search of waterfalls.



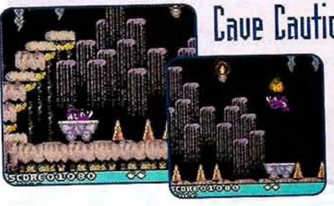
Jungle Jumping

The Jungle level will introduce you to the basic skills you need to survive in the wild, such as spitting at enemies. Finding water is your main goal, but you should also collect fruit when you find it.



Desert Dangers

The natural obstacles of the Jungle give way to man-made structures and tunnels in the Desert. Look for narrow perches among the bricks so you can jump to higher platforms.



Cave Caution

Dark caves seem like good places to search for cool water, but you should also watch out for bubbling lava and biting bats. Use mine carts as mobile platforms to help you reach high ledges.



Snow Surprise

The icy landscape of the Snow level is no place for a rhino to charge. Slippery ice blocks and snow-covered platforms require great caution. Pause after each jump to ensure your footing.

New Terrain

After you've horned in on the the water in the natural landscapes, you can make trips to the city and the clouds to slake your thirst. You can enter the City by completing all the stages of the four previous levels. To reach the Clouds, you must find all the fruit in the previous levels.



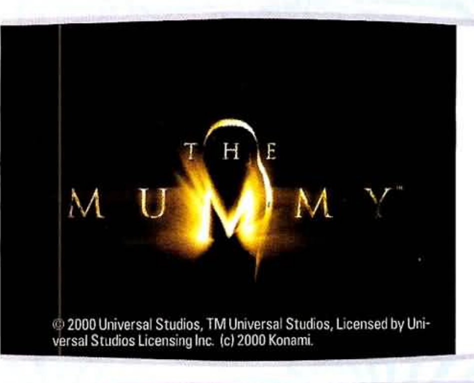
City Scrapes

The City seems abandoned except for the birds and other bad guys that attack you. Charge over platforms as you did in previous levels then use the boat to get across the water.



Castles in the Clouds

Hop from cloud to cloud in your pursuit of a waterfall in the sky. If you manage to soar to the finish, you'll take a trip to outer space in the final level.



Tomb Tour

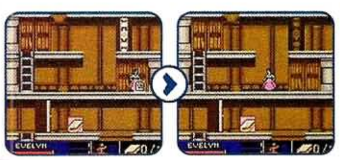
Here's a game for all you budding Egyptologists out there. Study the ancient past by meticulously uncovering mysterious artifacts. Sort of. Actually, you'll have to run from and fight the lethal supernatural forces you've unwittingly unleashed on the world in Konami's action-packed platform/adventure game.





Wrap It Up

You'll start the adventure as Evelyn, the antiquities librarian, as she searches through the stacks for items and hidden portals. The library is a vertical maze of ladders, switches and holes.



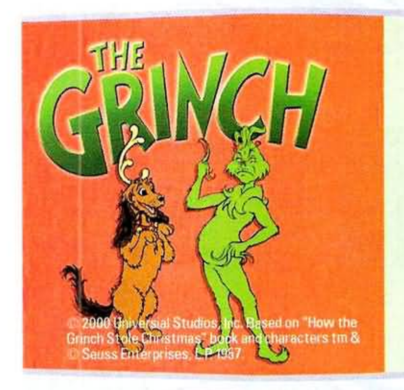
Open Door Policy

Pick up tablets then activate them with the B Button to open secret doors to different parts of the library. You may not always see what door the tablet opens.



Here in the Dark

Some nimble jumping will put you into position to grab a torch power-up on a platform. You can carry the torch down a dark hallway where you'll find Jonathan. He'll join your team.



Who-Ville Horror

There's always a hootenanny going on in Who-ville around Christmastime. The air will be filled with joyful songs and triumphant festivities. It's a good time for all—all but the foul Grinch, who sits in his dank cave with only his dog Max to keep him company. This year he's determined to ruin Christmas by stealing all the Whos' presents, and you can help him when you play Konami's item collection game.





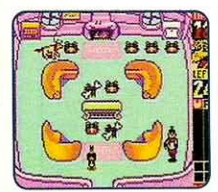
Max Power

Each level offers a maze of varying complexity that you must negotiate to steal all the presents. Avoid the Whos, or they'll spoil your big rip-off by making you feel love in your heart.



Happiness Heist

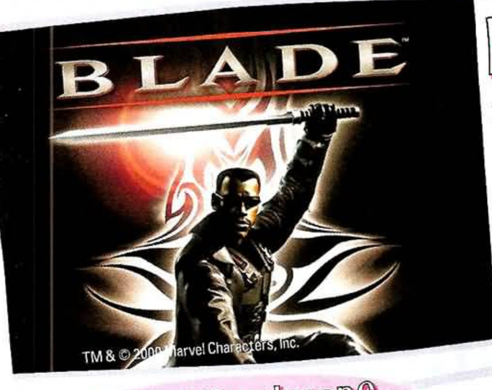
The trusting Whos have left their presents sitting out in the open, so all you need to do is grab them without getting caught. If you are caught, you can usually get away if you keep running. The Whos will eventually run out of breath.



Canine Crime

After you clear five levels as the Grinch, Max takes over for a while. Like the Grinch, he can crawl, and he can also jump over obstacles when necessary.

Night Stalking



Endowed with vampirelike strength and powers, Blade can also walk around in sunlight without crumbling into a pile of dust. In other words, he's uniquely qualified to stamp out evil bloodsuckers in Activision's new brawler based on the Wesley Snipes movie of the same name.





Blood Brothers

Kick, punch and slash your way through the streets of New York City to uncover a vampire conspiracy. As you defeat enemies, you'll be allowed to progress in your adventure.



Supernatural Scrapper

Cut your teeth with some relatively weak enemies then go head to head with some of the tougher vampires who stalk the night. Try to knock them down then keep them down with repeated attacks. They'll do the same to you.



Vampire Skeet

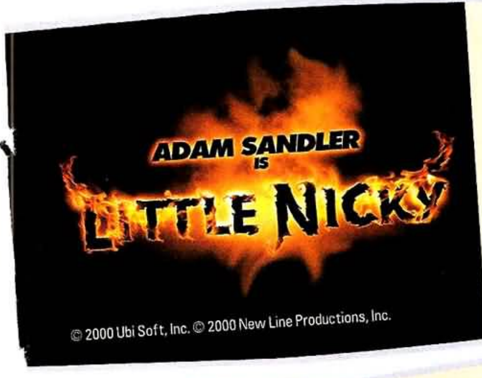
A special stage at the beginning of the game provides a shooting challenge from a stationary position at the bottom of the screen. Use the A Button to fire at distant vampires and the B Button to stop attackers on either side of you.



Attacks With Teeth

The ability to upgrade your weapons adds a nice RPG element to the game play. You'll be able to get the upgrades when you complete the different levels.

Devilish Fun



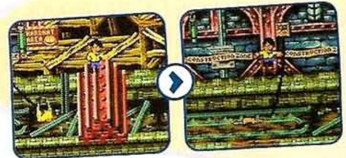
Little Nicky may be from H-E-double-toothpicks, but he's not such a bad guy. He's on a mission to track down his two delinquent brothers on earth before his father, the devil, literally falls apart. Get fired up for fun in Ubi Soft's platformer based on the forthcoming feature film.





Feel the Burn

After passing a series of tests in the Earth Simulator, you'll head up to the Big Apple to track down your brothers. Remember to charge up your power by standing in fire.



Rat Patrol

You'll enter New York through a dilapidated subway tunnel, so it won't seem like much of a change from your home. Jump frantically throughout the level to avoid rats and sparks from the subway tracks.



Track You Down

If you're running down a subway track, it stands to reason that you may need to avoid speeding subway trains. Crouch down in holes beneath the tracks to let the trains roll over you.



Where's the Fire?

Mattel and Fisher-Price are going to put you in the middle of a natural disaster—a Fire Frenzy, no less. A wildfire is searing across the countryside, threatening forests and towns in its path. You'll need to take control of an elite rescue team as it rushes to put out the blaze and transport people and animals to safety. The game is sure to make a big splash with hose-happy youngsters.





Wet Work

After you choose your status level—you'll start as a Rookie—you'll take on one of several urgent tasks on the operations map. Pick out your gear then head to the front lines, where crackling flames and desperate victims await you.



Splash Down

Playing as Ariel the chopper pilot, you'll need to execute a two-part mission above blazing skyscrapers in the city. Drop water to put out a series of small fires so you can lift a victim up to safety on your rope ladder.



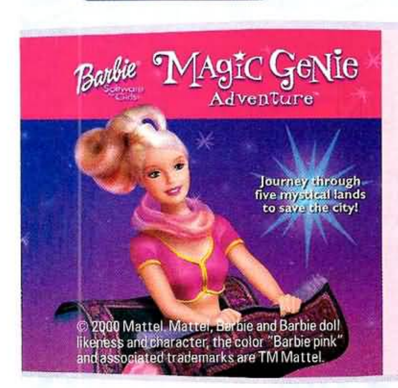
Trench Warfare

The Fire Break missions put you in the driver's seat of an earth mover as you try to stave off a wildfire. Dig an unbroken containment trench to prevent the flames from spreading to the dense forest at the bottom of the screen.



Career Advancement

You'll enter a bonus stage after you complete all the tasks on the operations map. Play a memory game to send transmissions to firefighting planes over the forest. You'll be promoted at the end of the stage.



Bottle Blonde

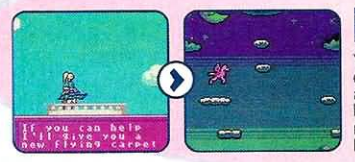
American girls' favorite doll takes to the skies on a magic carpet ride to help her fellow genies recover their magic powers. Mattel's high-flying Game Pak takes a different turn from previous Barbie adventures with its complicated mazes, item collection and problem-solving challenges. Barbie boosters' Arabian days and nights will soon be filled with magical wish fulfillment.





Rug Rides

An evil sultan snagged four magic lamps from Barbie's friends while they were busy frolicking in the forest. You'll need to track down the artifacts to help the grounded genies make more magic.



Genial Gestures

You'll meet a variety of people and creatures in need during your travels, and it's always worth the effort to help them. The tasks range from retrieving a shopkeeper's lunch to helping Pegasus fly.



Magical Recovery

When you recover the lamp, its genie owner will be freed from the grip of the her Sultan master. Helpful citizens will give you hints to help you find the lost lamps.



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NINTENDO NOW PLAYING

YOUR POWER GUIDE TO THE LATEST RELEASES

November 2000

NINTENDO 64

MS. PAC-MAN: MAZE MADNESS

Namco revamps an '80s great into something greater.

GRAPHICS: At first, the overhead camera angle and three-quarter perspective (think Bomberman 64) make things feel claustrophobic. After a few minutes, you'll get used to Ms. Pac-Man's 3-D makeover, which is brilliant in both color and design.

PLAY CONTROL: As long as you're adept at using the Control Pad, you'll find a way to gobble up a high score.

GAME DESIGN: Ms. Pac-Man is revered as one of the arcade greats, and Namco's update doesn't diminish her appeal. Building upon the dot-munching scenario, Maze Madness requires you to coordinate levers, find keys and push blocks to reach platforms and springboards that will take you to new legs of the labyrinth. By expanding the maze framework, Namco deftly retains the Pac-Man feel while breathing new life into the game, mixing puzzle solving with arcade cat-and-mousing.

SATISFACTION: Revamped classics rarely work. Maze Madness does—without being gratuitously gussied-up or turned into a completely different game. The multiplayer mode stumbles, but the adventure and original '80s modes are Pac perfection.

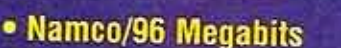
SOUND: The classic sounds of the arcade game mingle nicely with new sound effects and bouncy, retro music.

COMMENTS:

Drew—*The mechanics of the original are perfectly woven into a great 3-D adventure.*







- Namco/96 Megabits
- 1 to 4 players simultaneously
- Controller and Rumble Pak compatible
- Adventure, Multiplayer and Classic Ms. Pac-Man Modes



HOW IT RATES

If you're looking for a nonviolent game that's appropriate for all ages, Ms. Pac-Man: Maze Madness is a safe bet. The ESRB has given Namco's arcade update an E rating.

OVERALL RATING 8.3

GRAPHICS	8.2
PLAY CONTROL	7.5
GAME DESIGN	8.5
SAT.	8.7
SOUND	8.7



- 9.1 → Drew
- 8.9 → Jason
- 8.5 → Jennifer
- 8.4 → Chris
- 7.1 → Jill



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NINTENDO 64

DISNEY'S DONALD DUCK: GOIN' QUACKERS



Ubi Soft ruffles some feathers and lays the quack down.

GRAPHICS: Touting Goin' Quackers as Donald Duck's 3-D debut, Ubi Soft has done Disney justice. Donald, Daisy, Huey, Dewey, Louie and the other Duckburg characters appear as expressive and endearing as their 2-D pen and ink counterparts.

PLAY CONTROL: A 3-D platformer, Goin' Quackers is all about the double jump, and it's not always easy getting Donald Duck's webbed feet off the ground. It takes a while, but you'll eventually get the rhythm down.

GAME DESIGN: You must waddle to the warp pad at the end of every level while whacking enemies and collecting your nephews' toys. While the game's object remains constant, the presentation varies. To keep things exciting, Ubi Soft has mixed side-scrolling levels with areas involving over-the-shoulder or toward-the-camera navigation.

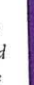
SATISFACTION: Donald's zany adventure is a pretty quick play. While every step of the way is entertaining, pros might not get as much out of the game's mild difficulty level.

SOUND: Goin' Quackers is a top-notch production. Even its music is just ducky.

COMMENTS: Jennifer—*The time trials are tough, and the extra outfits are cool.* Jill—*Cute. Donald's got some great expressions.*



- Ubi Soft/256 Megabits
- 1 player
- Expansion Pak enhancements
- Collectible outfits
- Time Trial Mode



HOW IT RATES
Donald Duck may have some anger management problems, but when the quacker takes it out on someone, it's always in a comical, cartoonish manner. The action is all goofy, Disney fun that the ESRB deems appropriate for all.

OVERALL RATING **7.7**

GRAPHICS 8.6
PLAY CONTROL 7.2
GAME DESIGN 7.4
SAT. 7.6
SOUND 7.8

NINTENDO POWER STAFF SCORES
9.3 → Jill
8.2 → Jason
7.2 → Chris
7.2 → Sonja
6.6 → Oliver

NINTENDO 64

MICKEY'S SPEEDWAY USA





Who's the leader of the pack that's made for you and me?

GRAPHICS: Rare's new go-cart racing game has a mixed pedigree—it's closer to Mario Kart 64 in game play, but closer to Diddy Kong Racing in graphics. Even better looking with its rich shading and textures, Mickey's Speedway USA also earns style points for its cool American settings. Among the fun tracks are a jaunt through the White House and a multiplayer battle on an ocean liner.

PLAY CONTROL: Those who burnt rubber with MK64 and DKR will have no problem behind Mickey Mouse's wheel. Mickey's Speedway USA handles just as well as Mario and Diddy's games.

GAME DESIGN: Consider Mickey's game to be Mario Kart Jr. The Disney racer shares similar power-ups, while the difficulty is skewed for beginning racers (though things can get pretty hairy if you play on the hard difficulty level).

SATISFACTION: Beginners will dig its racing mode, while veterans will like the multiplayer battles.

SOUND: Aside from its Disney license, the game's standout feature is its chatter. Drivers taunt, heckle and specifically address one another in their ongoing banter.

COMMENTS: Sonja—*It's really fun with good play control and great graphics.* Andy—*I was expecting more adventure elements, but the racing action is well done.*





- Rare/256 Megabits
- 1 to 4 players simultaneously
- Rumble Pak compatible
- 16 tracks
- 4 multiplayer arenas

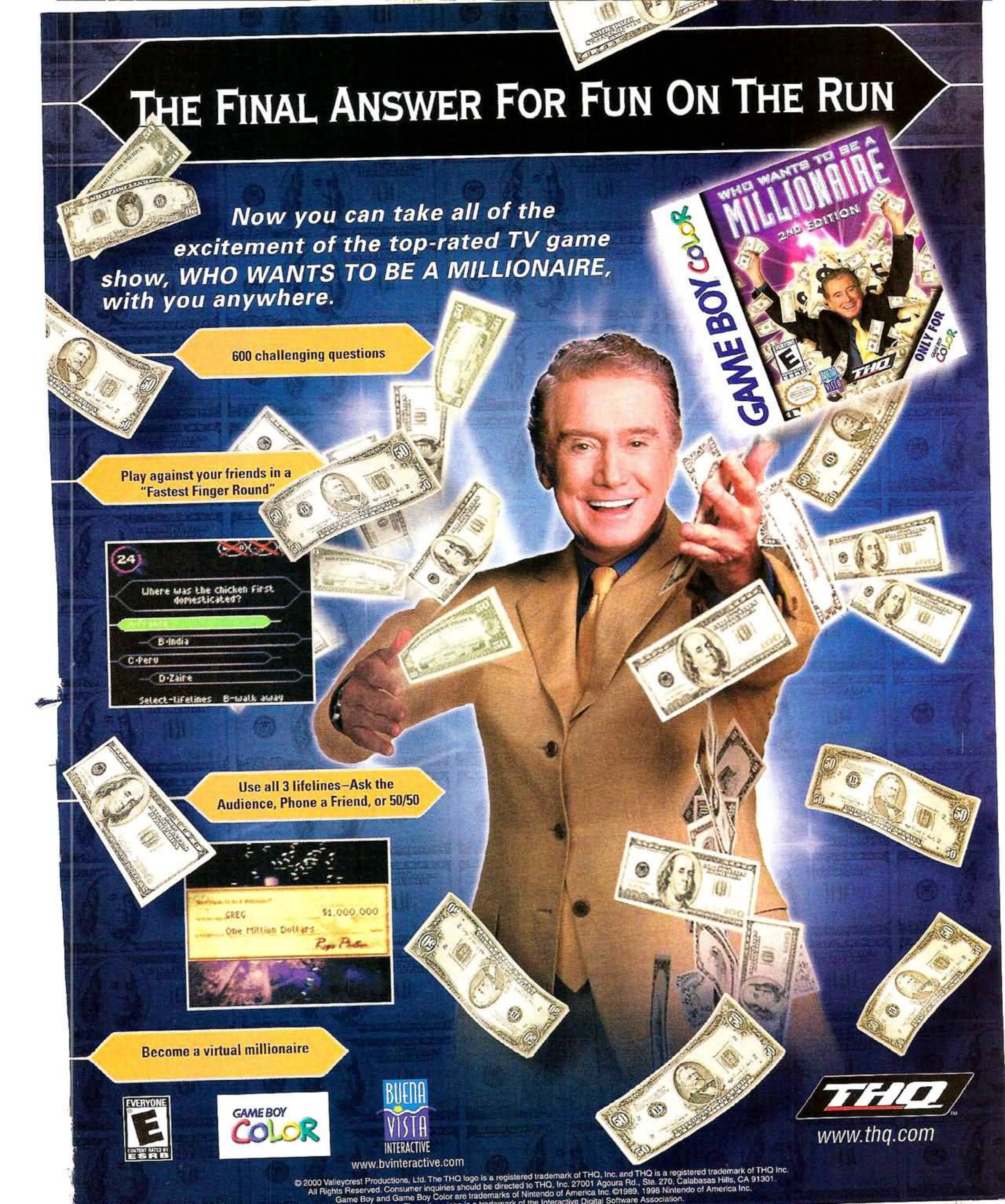


HOW IT RATES
Mickey Mouse would never star in anything objectionable. The motoring mouse's new game is fast-paced fun for the entire family, and its E rating is proof of its all-ages appeal.

OVERALL RATING **7.4**

GRAPHICS 8.7
PLAY CONTROL 8.2
GAME DESIGN 6.3
SAT. 6.5
SOUND 8.3

NINTENDO POWER STAFF SCORES
8.1 → Andy
7.6 → Drew
7.5 → Oliver
7.4 → Sonja
6.5 → Chris


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NINTENDO 64

HEY YOU, PIKACHU!

Dr. Doolittle meets Professor Oak.

GRAPHICS: Hey You, Pikachu! looks much like Pokémon Snap. The big difference, though, is that Pikachu sports countless lifelike expressions. Its smirks, smiles and sneers successfully convey that Pikachu is understanding your words.

PLAY CONTROL: Walking around and rifling through your toolbox is easy. The challenge in play control comes in knowing what to say, which isn't always obvious. The voice recognition system is pretty good at understanding different pitches and inflections, but you'll still have to be pretty patient with Pikachu.

GAME DESIGN: Not really a game, nor a virtual pet (Pikachu is too spontaneous to be domesticated by your words and treatment), HYP! is a leisurely paced experience that includes laid-back activities like coaxing Pikachu into breaking a piñata and finding lost Poliwag.

SATISFACTION: Don't expect instant arcade gratification. If you're willing to invest the time, a sweet friendship will blossom. You'll even find yourself just talking to your TV, even when you're not prompted to.

SOUND: The Poké noises add realism to Pikachu's emotions and your virtual world.

COMMENTS: Jennifer—*It's meant to be played over and over to uncover things, which might be a bit much for the intended young audience.*

Chris—*Players will find this more of a toy than a game.*

Speak while holding the Z Button.

OVERALL RATING 7.0

- Nintendo/128 Megabits
- 1 player
- Rumble Pak compatible
- Microphone and Voice Recognition Unit included

GRAPHICS 7.8
PLAY CONTROL 6.5
GAME DESIGN 7.3
SAT. 6.2
SOUND 7.5



HOW IT RATES
Anyone can befriend Pikachu. It's all about friendship and communication, and the ESRB finds nothing objectionable about that. As a result, Hey You, Pikachu! earns an all-ages rating of E.

NINTENDO POWER STAFF SCORES
8.1 → Jennifer
7.2 → Jason
7.1 → Oliver
6.6 → Chris
6.0 → Drew

NINTENDO 64

RUGRATS IN PARIS: THE MOVIE

It's babies in France and plastic pants. Just say oui, oui.





GRAPHICS: More colorful than Tommy's bib after supper, Rugrats in Paris brings Nickelodeon's popular diapered heroes to life in vivid, dazzling Parisian amusement park settings that are as electric as the City of Lights itself. The graphics are worth going gaga over.

PLAY CONTROL: RiP is inspired by the cartoon kids' new movie, and all of the toddlers from the infantry (including the new French babe, Kimi) are playable. Each handles easily and identically, though the fixed camera that stays pointed at your baby's back can make backing out of corners (when walking or driving) awkward.

GAME DESIGN: A minigame extravaganza set in Euro-reptarland, RiP is a delight with its many excellent midway diversions, like Skee-ball and Whack-a-Ninja.

SATISFACTION: It's a shame that all four players have to take turns in multiplayer mode, especially since the bumper car games and Chuckie's martial arts fantasy sequence would be excellent for head-to-head competitions. But it's nothing to cry over, and the sheer fun and variety make Rugrats the perfect babysitter for the young age group that the cartoon appeals to.

SOUND: Samples of the babies' malaprops and one-liners spice up the game's giddy feel.

COMMENTS:
Oliver—*It's like having your own Chuck E. Cheese's at home.*





- THQ/128 Megabits
- 1 to 4 players alternating
- Controller and Rumble Pak compatible
- Over 12 varieties of minigame

GRAPHICS 7.8
PLAY CONTROL 6.0
GAME DESIGN 6.6
SAT. 6.6
SOUND 7.0



HOW IT RATES
THQ's Rugrats in Paris: The Movie is as innocent as the cartoon it's based on, so the ESRB has deemed the game bouncing baby fun for all ages. The game carries the kid-friendly rating of E.



7.8 → Jason
7.7 → Chris
7.2 → Sonja
6.7 → Oliver
4.5 → Jill

NINTENDO 64

CRUIS'N EXOTICA

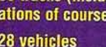
Midway wheels out the ultimate road trip.

GRAPHICS: After taking you across the USA and the world, the third Cruis'n racer gets exotic, setting its wheels down in cosmopolitan and fantasy settings like Bangladesh, Atlantis, the Dino Trail and Mars. The graphics aren't as fancy as the locales, but they dress things up just enough.
PLAY CONTROL: Exotica is probably the most forgiving racer to hit the streets. The handling is decent, and collisions (oncoming traffic is a fun and frequent obstacle) bounce and spin you without tripping up your momentum. The exaggerated physics are meant to keep you constantly moving, so you'll never crash to a screeching halt.
GAME DESIGN: With a bevy of tracks, cars, drag racing and cross-country rallies, Exotica will rack up plenty of mileage from arcade fans.
SATISFACTION: Exotica lacks the derring-do and stuntwork of Midway's superior speed demon, Rush 2049, but it still delivers fast arcade action to the extreme. If you're looking for more speed and places to go (60 tracks!), Exotica is the road to cruise.
SOUND: For those who like cheese with their funk, techno and even calypso, Exotica's kinetic tunes are for you. Heavy '80s guitar riffs and wails seem to permeate every track.
COMMENTS:
Chris—*The graphics are better, but I'll stick with Rush 2049 for my surreal racing kicks.*





- Midway/128 Megabits
- 1 to 4 players simultaneously
- Rumble and Pak compatible
- 60 tracks (including variations of courses)
- 28 vehicles



EVERYONE

HOW IT RATES
Even if you're not old enough to drive in real life, you'll be able to cruise to the exotic speedways of Midway's arcade hit. The ESRB has approved Cruis'n Exotica's content as being appropriate for Everyone.

OVERALL RATING 6.7

GRAPHICS 7.2
PLAY CONTROL 7.2
GAME DESIGN 6.5
SAT. 6.3
SOUND 6.7



7.2 → Jason
7.2 → Sonja
6.8 → Oliver
6.5 → Andy
6.3 → Chris

NINTENDO 64

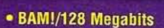
TRANSFORMERS BEAST WARS: TRANSMETALS

Is it more than meets the eye?

GRAPHICS: Bay Area Multimedia's fighting game is based on the slick, computer-generated "Beast Wars" TV show, so the graphics have a lot to live up to. The developers have done a fair job, though you wouldn't notice anyway since the action is always shown via long-distance camera shots.
PLAY CONTROL: BW is a user-friendly fighter, so its controls are easy to master. And while the simplicity limits the number of moves, each shape-shifting Transformer is a beast, vehicle and robot in disguise, which, in a sense, triples the possibilities.
GAME DESIGN: The minigames, including a quick-draw showdown and brief button-mashing race, are nice gestures, but their potential is squandered since the fleeting action is pretty silly and offers little challenge.
SATISFACTION: BW is finally on sale after being a rental-only title since June, and unless you're a Transformers fan, you may want to stick with the rental route. The transforming and 3-D fighting and dodging add punch to the genre, but you never get the sense that you're in combat since you can't tell who's connecting on screen or what's happening amidst the chaos.
SOUND: The robots' taunts inject much needed personality.
COMMENTS:
Jason—*The action is confusing and clunky. Whatever this Transformers game is in disguise, it's not good.*







- BAM!/128 Megabits
- 1 to 2 players simultaneously
- Rumble Pak compatible
- 5 minigames



HOW IT RATES
The ESRB warns that Beast Wars contains some "animated violence," but keep in mind that all of the victims are robots. It's nothing a trip to the mechanic couldn't fix, so the ESRB has given the fighting game an T rating.

OVERALL RATING 6.1

GRAPHICS 6.4
PLAY CONTROL 6.0
GAME DESIGN 6.2
SAT. 5.4
SOUND 7.4

NINTENDO POWER STAFF SCORES

7.3 → Scott
6.5 → Chris
6.0 → Drew
5.7 → Jason
5.3 → Andy

CARTOON NETWORK

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NINTENDO 64

BATMAN BEYOND: RETURN OF THE JOKER

OVERALL RATING 5.6

Ubi Soft puts the Dark Knight in a side-scrolling fight.

GRAPHICS: Coinciding with the release of the first Batman Beyond feature-length home video, Return of the Joker crusades with the same sleek, stylish comic book chic of the hit Kids' WB! cartoon.

PLAY CONTROL: Bruce Wayne's protégé has a big bat load of weapons and moves to unleash on the Joker's cronies, and the game requires you to use every button on the Controller. Having to use the Control Pad, Stick and C Buttons during battle is hardly an ideal or refined setup.

GAME DESIGN: Batman Beyond is a rumble on the go, reminiscent of Double Dragon and other side-scrolling fisticuffs-based games. Earning extra Bat suits outfitted with new weapons and powers lends variety to what's otherwise a repetitive grind.

SATISFACTION: Batman Beyond is a great license, but there isn't much of a game to back it up. Return of the Joker is worth a look-see for Batmaniacs, but the punch-walk-and-repeat strategy isn't likely to keep many players coming back.

SOUND: At least the game's presentation is strong. In addition to its look, its audio—which includes the TV show's theme song underscoring your adventure—is superb.

COMMENTS: Scott—*They could have done so much more. This Batman is beyond help.* Jason—*Even Alfred could beat these thugs.* Drew—*The game can be beaten in less than an hour.*





- Ubi Soft/32 Megabits
- 1 player
- Rumble Pak compatible
- Multiple Bat suits and weapons



HOW IT RATES

Like the Teenage Mutant Ninja Turtles games, Batman Beyond is a side-scrolling fighting game. The action is never graphic or gory, and it's similar to the fighting on the show. Its rating, though, is still up in the air.

GRAPHICS 6.6

PLAY CONTROL 5.6

GAME DESIGN 5.0

SAT. 5.0

SOUND 6.2

NINTENDO POWER STAFF SCORES

6.7 → Scott
6.3 → Chris
5.9 → Andy
5.5 → Jason
3.5 → Drew

GAME BOY COLOR

HARVEST MOON 2 GBC



OVERALL RATING 7.6

The cows have come home again.

GRAPHICS: Natsume brings back its farming RPG hit in a GBC-compatible sequel that shines with sharp, pastoral settings and a bumper crop of cute, well-animated barnyard animals.

PLAY CONTROL: As in any RPG, being able to access your items easily is a plus, and Harvest Moon 2's menus are manageable and straightforward. You can carry up to four tools at a time in the sequel, but positioning yourself in the right spot to use them doesn't always look or feel right.

GAME DESIGN: While the original HM dealt with cultivating crops as well as relationships, HM2 drops the courtship shtick altogether. It was a fun aspect, but the sequel still manages to be a charming RPG with its focus on matters of the heartland. Adding to the game's substantial depth are its rewarding minigames and the fish, plants and bugs that you can trade via Game Link with other HM2 and Legend of the River King 2 Game Paks.

SATISFACTION: Whether you're a country bumpkin or a city slicker, HM2 will prove to be a truly absorbing and immersive RPG.

SOUND: Lovingly crafted on every front, Harvest Moon 2 boasts music that is appropriately rich and lush.

COMMENTS: Chris—*It seems like it has at least as many features as the N64 game.* Andy—*Harvest Moon 2 has crisp graphics and calming game play.* Sonja—*What happened to finding a wife?*





- Natsume/16 Megabits
- 1 to 2 players simultaneously
- GB and GBC compatible
- Game Link compatible
- Option to trade items with other Harvest Moon 2 and Legend of the River King 2 Game Paks



HOW IT RATES

Though Harvest Moon 2 is about life on the farm, it's never about "buying the farm." Natsume's role-playing game is all about peaceful life in the country and an honest day's work, and the ESRB finds it appropriate for Everyone.



GRAPHICS 7.6

PLAY CONTROL 6.8

GAME DESIGN 8.0

SAT. 8.0

SOUND 7.4

NINTENDO POWER STAFF SCORES

7.8 → Jason
7.7 → Andy
7.6 → Chris
7.6 → Oliver
7.5 → Sonja


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STOP SOFTWARE
WHERE THE WORLD SHOPS FOR INTERACTIVE GAMES

ALSO PLAYING THIS MONTH

THE GRINCH

- Konami/8 Megabits
- 1 player
- GBC exclusive
- Passwords



As the mean one, Mr. Grinch, you must put the kibosh on Christmas by navigating mazelike surroundings and swiping presents that deck the halls. It's a twist on Pac-Man, and if you're a fan, you'll love the Dr. Seuss spin, additions of time restraints and Whos whom you must sneak up on to snatch their gifts.



OVERALL RATING 6.7

GRAPHICS 6.5 · PLAY CONTROL 7.2 · GAME DESIGN 6.7 · SAT. 6.7 · SOUND 6.0

BARBIE MAGIC GENIE ADVENTURE

- Mattel/8 Megabits
- 1 player
- GBC exclusive
- 7 minigames

Unbottling Barbie Genie in a fantasy-filled side-scroller, Mattel's novice game is a magic carpet ride of nonconfrontational action devoid of fashion and dream houses. The journey consists of conversing with characters and solving their problems via exploration or minigame, and the end result is a worthwhile adventure.



OVERALL RATING 6.6

GRAPHICS 6.3 · PLAY CONTROL 6.7 · GAME DESIGN 7.0 · SAT. 6.8 · SOUND 5.7

THE MUMMY

- Konami/8 Megabits
- 1 player
- GBC exclusive
- Multiple playable characters

Konami has adapted the 1999 hit movie for GBC in the form of a platformer. Playing as different characters from the film, you must explore catacombs and other multitiered, booby-trapped lairs in search of items that will unlock doors and unearth the local collectibles. The sound is excellent, while the adventure is basic.



OVERALL RATING 6.5

GRAPHICS 6.8 · PLAY CONTROL 6.3 · GAME DESIGN 6.0 · SAT. 6.5 · SOUND 7.2

BUZZ LIGHTYEAR OF STAR COMMAND

- Activision/8 Megabits
- 1 player
- GBC exclusive

Taking you to infinity and beyond, Activision's Buzz Lightyear of Star Command is a shooter about the intergalactic Toy Story star's pursuit of alien baddies and parts for his spiffy space suit. Wings and hoverboards make the journey fun. At the same time, traveling is a task since you can shoot only up.



OVERALL RATING 6.4

GRAPHICS 6.7 · PLAY CONTROL 6.0 · GAME DESIGN 7.0 · SAT. 6.0 · SOUND 6.0

RHINO RUMBLE

- Telegames/8 Megabits
- 1 player
- GBC exclusive

A cheery platformer taking you across Jungle, Desert, City, Cave and other worlds, Rhino Rumble looks sharp and plays like an old-school game. If your hopping and spitting rhino takes just one hit, you're out, making the arcade approach to hunting and collecting well-suited to those looking for a good test of dexterity.



OVERALL RATING 6.0

GRAPHICS 6.7 · PLAY CONTROL 6.0 · GAME DESIGN 5.9 · SAT. 5.3 · SOUND 6.6

BEHIND THE NUMBERS AND NAMES

EVALUATIONS

Our evaluators have spent years playing and evaluating games for Nintendo and Nintendo Power. They all have their favorite categories, but they play and evaluate every game we receive. Follow your favorite pro in each issue's Now Playing.

ANDY: Action, Adventure, Puzzles
CHRIS: Action, Sports, Adventure
DAN: Action, Adventure, Sports
DREW: Adventure, Simulations, RPGs
JASON: Adventure, Action, Puzzles
JENNIFER: Adventure, Fighting, Action
JILL: Puzzles, Fighting, Sports
OLIVER: Action, Racing, Puzzles
SCOTT: Sports, Simulations, Adventure
SONJA: Puzzles, RPGs, Fighting

RATINGS

Each rating category is weighted to reflect its overall importance when evaluating the games. We feel that Satisfaction and Game Design are the most important categories, closely followed by Play Control and Graphics. Sound tends to be less important for most games.

GRAPHICS 20%
PLAY CONTROL 20%
GAME DESIGN 25%
SATISFACTION 25%
SOUND 10%

AGE RATINGS

These are the official ratings from the Entertainment Software Rating Board that reflect appropriate ages for players. To contact the ESRB, call 1-800-771-3772.


Early Childhood


Teen (13+)


Adult (18+)

All Ages

Mature (17+)


Rating Pending


NICKELODEON
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Mario cuts it in 2-D.

PAK WATCH

The inside source for all Nintendo News.

THIS MONTH

READY 2 RUMBLE BOXING ROUND 2



It's a game of hard knocks.

WWF NO MERCY



THQ reenters the ring.

MAGI NATION



A new legend comes to GBC.

SPACEWORLD 2000

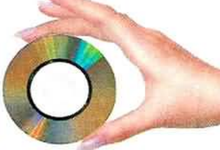


Power goes beyond the headlines.

PAK WATCH SIZES UP NINTENDO GAMECUBE

Ever since the announcement of Nintendo GAMECUBE in August, Pak Watch has been hearing from gamers who are confused about the size of the future console. This month, Pak Watch has the proof in pictures, showing that GAMECUBE is smaller than a breadbox and a lot more useful. The unit's dimensions are 150mm(wide) x 110mm(high) x 161mm(deep). As you can see, it's small enough to fit almost anywhere. The GAMECUBE Controller is packed with features, and it's less bulky than the N64 Controller. As for the games, they'll be on proprietary 8cm optical discs manufactured by Matsushita. Not only do the discs hold 1.5 gigabytes of game data, they are designed to prevent software pirates from copying games illegally. Nintendo GAMECUBE is just one of those great things that comes in a small package.





The 8cm optical disc media holds 1.5 gigabytes of game data. That's the equivalent of 190 Super Mario 64 games on one disk.



Compared to the N64 Controller, the Nintendo GAMECUBE Controller is smaller, but it has greater functionality with two joysticks and two analog Left and Right Buttons.

Nintendo GAMECUBE may be the most powerful dedicated gaming console in the world, and yet it fits into a fun, compact package that's easily moved from place to place.

NEW MARIO GAME LOOKS GOOD ON PAPER

Mario will return to the genre of action/RPGs early next year when Paper Mario is released for the N64. An unusual style of character art marks the game as more than just a sequel to the popular Super Mario RPG for the Super NES. Although the worlds of Paper Mario exist in colorful 3-D, the characters inhabiting the worlds fill space in just two dimensions like paper cutout figures. They don't let their dimensionally challenged bodies stop them from having lots of adventures and fun, though, and there are even more action elements than in the previous game. Pak Watch reviewed an early game with roughly translated text. Former Nintendo Power writer, Nate Bihldorff, will write the final text—it's guaranteed to be a gem.







The Paper Chase

It seems that Bowser is behind another abduction of Princess Peach. (When will the big brute learn that such kidnapping tactics are futile?) Mario, of course, fumes and sets out to rescue Peach. Along the way, he meets dozens of characters and performs a wide range of heroic acts. He also performs more mundane tasks such as busting brick blocks and pounding things with his hammer. You collect coins, hearts, keys and other items en route. The path itself begins in the Mushroom Kingdom and takes Mario through seven lands where he must help a wonderfully weird cast of characters before he can move on.



Paper Delivery

In the storybook adventure, Mario teams up with one companion instead of the three companions that kept him company in the Super NES game. When Mario and his friend are confronted with feisty enemies, they turn to their fists and other attacks, some magical and some physical. There's more to the fighting than simply choosing an attack from a menu. If you push an action button at the right moment, your attack may be more effective than usual, causing greater damage to your opponent. Mario's companion gets into the act, as well, giving you a one-two punch. As you win battles, you earn experience that helps raise Mario to new levels. As his level increases, Mario gains new attacks and becomes more powerful. Although it sounds like standard RPG stuff, the feeling when playing PM is much different. The action elements of Paper Mario should make the game more inviting to an audience beyond traditional RPG fans.

Sounds Like a Wrap

The development team must have decided that they could fill out the missing dimension with a fully rounded soundtrack. The instrumentation ranges from jazzy clarinet to traditional Mario whistles and eeps. Orchestral passages are mixed with Marioesque themes. You hear bird song in the bushes and wolves in the haunted forest. The production values for graphics, game play and music are those that you'd expect from a Mario game, and that sounds pretty good to us. The difficult part will be waiting until February for the game to be released.







Mamma Mia, I've lost a dimension!

Pak Play

Hands-on previews of upcoming games.

ARE YOU READY FOR ROUND 2?

Midway had a surprise hit last year with Ready 2 Rumble Boxing and plans to take it to the next level this year with Ready 2 Rumble Boxing Round 2. The original game featured Arcade and Championship Modes for one or two players. The second round includes Arcade, Championship, Tournament and Team Battle Modes. Four players can join in on the Tournament Mode, but only two players fight at a time. Many of the faves return from the first game, and you'll see some new faces, too. Afro Thunder, Selene Strike, Butcher Brown, Raging "Angel" Rivera, Jet "Iron" Chin, Lulu Valentine, Johnny Blood and Rocket Samchay make appearances. The likenesses of Michael Jackson and Shaq are in the new game, as well, along with an improved soundtrack and 3-D models. It's fun, it's accessible, and it's time to come out swinging. Look for R2RBR2 later this month.







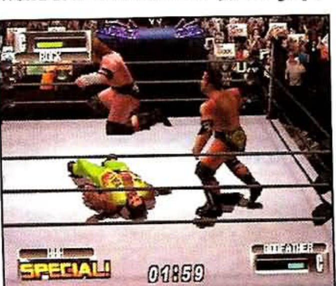


NO MERCY FROM THQ

From the boxing ring to the wrestling mat, Pak Watch covers the world of sport in November. THQ's WWF No Mercy is the latest incarnation of the excellent grappling wrestling engine that wowed the world when WCW vs. NWO World Tour was released in '97. The graphics, sound and front-end animation have improved over the years, and THQ has moved from the WCW to the reigning WWF. So what did THQ do to top last year's game? The top wrestlers and venues are available, and everything from the graphics to the AI has been polished.



There are multiplayer options (where the game truly shines), single-player options and the Commissioner Mode, which is where you create custom superstars. The level of detail for creating wrestlers is insane. Besides appearance, you can choose your moves, allies, enemies, profile and more. But the wrestling is what it's really all about, and THQ still has the best moves in town.

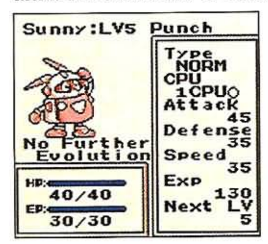


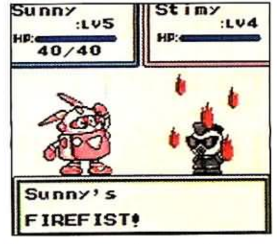




BUILD 'EM, COLLECT 'EM, TRASH 'EM

Atlus recently picked up two Game Boy Color RPGs from Hudson Soft in Japan and plans to release them in North America by the end of the year. Robopon Sun and Robopon Star are like Pokémon Blue and Red — there are slight variations between the Game Paks and players can trade characters between them. The similarities to Pokémon don't stop there. Players build and train little robots called Robopon, then battle with them. Over 150 Robopon are in the game. Robopon can evolve. And when you defeat a Robopon, it doesn't die—it's scrapped. The hero of Robopon is Cody, a young man who inherits the Robopon Dispatching Company and sets out to make his fortune on Porombo Island. Probably the coolest part of the game is that you get to customize your Robopon with more than 100 parts and upgrades. The most innovative part of the game is the GB Kiss—an infrared port in the Game Pak itself. You can use the signals of any IR device, like a TV remote control to open things up in the game. You don't even need to have a Game Boy Color.





IMAGINATION TURNS INTERACTIVE

A dark menace regains strength and seeks to bring chaos to the world. Standing in its way are three magi—wizards with the power to call creatures from the dream plane using rings made from a substance called anamite. So begins the story behind Magi Nation, a new trading card game that will appear as a Game Boy Color title in February. Magi Nation is the brainchild of Interactive Imagination—a company composed of gamers, some of them formerly from Nintendo and Square Soft. Interactive Imagination already has plans for two GBC titles and one Game Boy Advance game. Pak Watch received an early version of the GBC game, which featured impressive graphics, a great story and lots of humor. Unlike Pokémon TCG, Magi Nation for Game Boy Color has little to do with cards and much to do with magic and adventure.



Enter a new world of imagination.

Pak Trip

Game News from around the World.

SPACEWORLD 2000 REVISITED

The unveilings of Nintendo's new gaming consoles—the Nintendo GAMECUBE and Game Boy Advance—made a huge splash at Spaceworld 2000, but that was just the beginning. This month, Pak Watch focuses on the N64 and Game Boy Color offerings from the show.



Communicating with Animals

At E3 2000, Shigeru Miyamoto spoke to Nintendo Power about a new type of game that he and his colleagues were working on at Nintendo's EAD development group. He called it a communication game, but he didn't go into detail about what it would be like. Spaceworld 2000 saw the unveiling of the new genre, which was represented by an N64 title called Animal Forest. Pak Watch sat down with Mr. Miyamoto and Takashi Tezuka, who has been the driving force behind the game, to find out what it's all about.



The game begins with a train ride from your home to the Animal Forest where you will live. When you arrive, you'll meet the mayor, be given a house to live in, and learn about basic services such as the





postal service in town. You'll find that animals—animals that live very much like people—inhabit the town. There are shops, farms, a mailman, a police station, a train station and much more. The game keeps time internally like Pokémon Gold and Silver versions, but its calendar is one year in length rather than the single week of the Pokémon games. Once you've settled in to your new home, you might want to look for a job to earn money to buy things for your house. You must also meet five animal friends. Up to four players can set up house individually in four different villages. In fact, no two Animal Forest villages will be identical. Players may visit the village of a friend by placing their character's data on a Controller Pak and taking it to the friend's house. If four players inhabit one Game Pak, they can send mail to each other using the local post office. They can visit each other's villages and even return to their own village carrying items that aren't available there. For instance, a particular fruit may be available in one village and not another. If you take the fruit to another village and plant it, a new type of tree will grow. We asked Mr. Tezuka if there



were any goals in the game. He said that the goals would be small tasks that you could do on a daily basis, helping other characters and joining in during festivals. But the real point of the game is to lead a parallel life in the enchanting Animal Forest.





Serving up Fun

Mario Tennis GBC appeared on center court for the first time at Spaceworld 2000 and proved to be almost as big a draw as the Game Boy Advance titles across the hall. The development team at Camelot has created the perfect portable complement to Mario Tennis for the N64. The little brother version features Mario, Waluigi, Yoshi, Bowser, Wario, Peach and three non-Mario tennis players. All of the characters have great animations when they hit an ace or miss a return. Singles and Doubles matches take place on Hard, Clay, Grass and Carpet courts. The Japanese version had some fun extra features such as a Story Mode, Tournaments and a Tennis Dictionary. Another cool feature involves the transfer of character data to the N64 game using the Transfer Pak. Mario Tennis will appear this fall in Japan, and it will likely debut in North America in early 2001.


Mario Tennis GBC


Mario Tennis 64 (with GBC data)

Game Boy Color World 2000

More Game Boy Color titles were shown at Spaceworld 2000 than all the N64 and Game Boy Advance titles combined. Many of the GBC titles at Spaceworld were intended for the Japanese market, but you can bet that some of the games will reach North America over the next year. So here's your first glimpse. Leading the parade was Mario Tennis, and it was joined by The Legend of Zelda: Mystical Seed of Wisdom, which is still a working title. Capcom is creating the Seed of Wisdom game along with one other Zelda title. A previously announced third Zelda title for GBC has been dropped. (Perhaps they're working on something more "advanced.") Other games that could show up on western shores include Wizardry, Puzzle Bobble Millennium, Solo Man (a new version of Solomon's Key) and Monster Tactics. It would be nice to see some of the RPGs such as Enix's Command Master, Pocket King from Namco and Hudson's Grandia make the journey, as well. Daikatana and Mega Man X are definitely coming. It's less likely that you'll see Gonta's Adventure, however, although your Pak Watch reporters believe that no Game Boy collection could truly be complete without an RPG featuring a dog as the hero. And although the dance-game craze is still huge in Japan, the appeal of Dance, Dance Revolution GB 2 and Beatmania GB 2 in North America would seem to be limited. Of course, we could be wrong.



Phantom Zona



Hamster Taro



The Legend of Zelda: Seed of Wisdom

SPACEWORLD GAME BOY COLOR

- Legend of Zelda: Mystical Seed of Wisdom
- Mario Tennis
- Wizardry
- Beatmania GB 2
- Phantom Zona
- Jet Go
- Billiard Club
- Grand Casino
- Puzzle Bobble Millennium
- Hamster Taro 3
- Pocket King
- Air Force Delta
- Pop'n Music GB Disney Tunes
- Dance, Dance Revolution GB2
- Space Net
- Command Master
- Solo Man
- Cox's Adventure Quest
- Daikatana
- Evangelion
- Black Onyx
- Mega Man X
- Mon Colle Knight
- Grandia
- Brave Saga
- Gimick Land
- Puzzle Dungeon
- One Piece
- Gonta's Adventure
- Monster Tactics

Pak Peeks

What's breaking in the world of games.

Midway's Arcade

Once you step into **Midway's Greatest Arcade Hits Volume 1**, you can leave your quarters and troubles behind you. Nostalgia freaks will flip over the collection of early '80s arcade hits. Defender, Robotron, Rootbeer Tapper, Joust, Spy Hunter and


Midway's Greatest Arcade Hits Volume 1

Sinistar appear in all their simplistic glory. Pretty pictures and rich sounds aren't what Greatest Arcade Hits is about. What you'll find in the collection are distinctly twitch-driven gaming experiences. There was a reason that the games in Greatest Arcade Hits were hits. They were simple and fun in their prime, and they still are today.

A New Challenge

Pokémon Puzzle Challenge for Game Boy Color has been bumped up and now will be released the first week of December. The GBC version includes most of the options


Pokémon Puzzle Challenge

of the N64 except you won't find a 3-D puzzle mode. The Tetris Attack reincarnation looks bright and provides the sort of mind challenge that most people associate with theoretical physics. The Pokémon connection is a bit tenuous since you can't catch 'em all. But the presence of the cute critters makes the game more appealing than the older, drier Tetris Attack. Puzzle lovers shouldn't even try to resist the lure of this challenge.

Cube Watch

Over the next year, Pak Watch will bring you all the latest on projects for Nintendo GAMECUBE as the news becomes available. Things will start to heat up around E3, but even now some third-party projects are being talked about. Capcom has lifted the lid on its new plans for **Resident Evil Zero** after announcing that the title wouldn't appear on the N64. The reason for the cancellation is that Capcom decided to make the prequel to Resident Evil for Nintendo GAMECUBE instead. As far as we know, the story remains the same, but the graphics should be incredible—probably enough to frighten a real zombie. The second piece of breaking news concerns Universal and Konami. Both companies have stated that Konami will create a **Crash Bandicoot** game for Nintendo GAMECUBE and Game Boy Advance. Remember those ads of Crash sniffing around Nintendo of America a few years ago? It seems that the clever bandicoot was just looking for a new home.

3DO Fights On

Two new GBC titles from 3DO prove that you can have a fun combat game on the small screen. **Army Men: Air Combat** is the best Army Men game yet for Game Boy Color. Missions are presented much like the missions in Army Men: Air Combat for the N64. An overhead view on GBC replaces the 3-D perspective of the N64 game, but the feeling of immersive action


Army Men: Air Combat



World Destruction League: Thunder Tanks

is just as strong. The GBC game even manages to retain the sense of humor of the N64 title. **World Destruction League: Thunder Tanks** is a spin-off of the Battle Tank series. Major cities of the world have become the arenas for the most destructive contact sport of all—Thunder Tanks. The fearless tank commanders are thrown into arenas with limited ammo and repair kits. The goal is to blow away the competition. Everything is fair game—cars, buildings and, if you're playing in the Italian city of Pisa, yes, that's right, you can knock over the leaning tower.

GBC Peeks

The Game Boy Color coffers at Pak Watch are full once more, so here's the latest on the biggest video game phenomenon on the planet. **Road Champs: BXS Stunt Biking** is a surprise from Activision in the growing category of BMX stunt racing. With its super graphics and emphasis on stunts, Road Champs could be on the right track, but it must contend with **Dave Mirra Freestyle BMX** from Acclaim, **TJ Lavin's Ultimate BMX** from THQ and Activision's other offering, **Mat Hoffman's BMX. Dragon Tales** is NewKidCo's take on the popular Sesame Street characters. The game is gentle and has plenty of help, but the preschool players who will enjoy the game may need someone to read the



Road Champs: BXS Stunt Biking

COMING SOON


Mega Man X

onscreen instructions for them.

Mega Man fans will have lots to get excited about when **Mega Man Extreme** is released next month. Capcom has created a worthy new adventure for the Blue Bomber featuring all the fast-paced action elements that made Mega Man one of the biggest licenses on the NES and Super NES. **Cannon Fodder** from Codemasters is an unusual mix of strategy and action with the weight coming down solidly on the action side. Military music, incredibly realistic voice samples and lots of shooting may


MTV Sports: Pure Ride

push the game over the top with the ESRB raters and land a Teen rating for the game. Although CF looks something like Command and Conquer, it plays more like a 3-D shooter. THQ's **MTV Sports: Pure Ride**, a snowboarding game for GBC, should be out in time for winter thrills. Races combine slalom with stunt jumps. The graphics are some of the finest available for that type of racing. Other recent games to mention include **Marvin Strikes Back** from Infogrames, **Sabrina the Animated Series: Zapped!** from Havas, **Grand Theft Auto 2** from Take Two, **Hoyle Card Games** from Sierra, **The Flintstones Burgertime in Bedrock** from Classified Interactive, **Woody Woodpecker Racing** from Konami, **Yogi Bear: Great Balloon Blast** from Bay Area Multimedia, **Metal Walker** and **Dragon's Lair** from Capcom, **NBA Jam 2001** from Acclaim, **NBA Hoopz** from Midway, **Toy Story Racer** from Activision and **Playmobile Laura** from Ubi Soft. You can breathe now.

Banjo-Tooie


Rare

Tom & Jerry


NewKidCo

Scooby-Doo


THQ

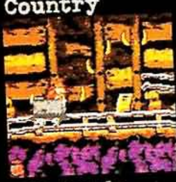
WCW Backstage Assault


EA Games

Spider-Man


Activision

Donkey Kong Country


Nintendo

RELEASE FORECAST

FALL 2000

- AIDYN CHRONICLES: THE FIRST MAGE
- BANJO-TOOIE
- HERCULES
- MEGA MAN 64
- MIDWAY'S GREATEST ARCADE HITS VOLUME 1
- PAPER MARIO
- POWER RANGERS LIGHTSPEED RESCUE
- READY 2 RUMBLE BOXING ROUND 2
- SEA-DOO HYDROCROSS
- SPIDER-MAN
- WCW: BACKSTAGE ASSAULT
- THE WORLD IS NOT ENOUGH
- ALIENS
- ALONE IN THE DARK
- AMF BOWLING
- ARMY MEN: AIR ATTACK
- BATMAN: TOTAL CHAOS
- BUFFY THE VAMPIRE SLAYER
- CANNON FODDER
- CASTLEVANIA II
- DAIKATANA ADVENTURE
- DAVE MIRRA FREESTYLE BMX
- DINOSAUR'US
- DISNEY'S ALADDIN
- DISNEY'S DONALD DUCK
- DONKEY KONG COUNTRY
- DRAGON TALES
- DRAGON'S LAIR
- THE FLINTSTONES: BURGERTIME IN BEDROCK
- GALAXIAN
- GAUNTLET LEGENDS
- GRAND THEFT AUTO 2
- HERCULES
- HOYLE CARD GAMES
- INSPECTOR GADGET
- LOONEY TUNES COLLECTOR: ATTACK!
- MARVIN STRIKES BACK
- MAT HOFFMAN'S PRO BMX
- MEGA MAN X
- MERLIN
- METAL WALKER
- MTV SPORTS: PURE RIDE
- NBA HOOPZ
- NBA JAM 2001
- PLAYMOBILE LAURA
- POKéMON PUZZLE CHALLENGE
- POWERPUFF GIRLS
- POWER RANGERS LIGHTSPEED RESCUE
- RETURN OF THE NINJA
- ROAD CHAMPS: BXS STUNT BIKING
- ROBIN HOOD
- RUGRATS IN PARIS: THE MOVIE
- SABRINA THE ANIMATED SERIES: ZAPPED!
- SAN FRANCISCO RUSH
- THE SIMPSONS
- SYDNEY 2000 OLYMPICS
- T-TEX
- T.J. LAVIN'S ULTIMATE BMX
- TERRITORY
- TOY STORY RACER
- TYCO R/C RACIN' RATZ
- WALT DISNEY'S THE JUNGLE BOOK
- WHO WANTS TO BE A MILLIONAIRE?
- WOODY WOODPECKER RACING
- WORLD DESTRUCTION LEAGUE
- THE WORLD IS NOT ENOUGH
- WWF: NO MERCY
- X-MEN: MUTANT WARS
- XENA
- YOGI BEAR: GREAT BALLOON BLAST

FUTURE

- CONKER'S BAD FUR DAY
- DINOSAUR PLANET
- ETERNAL DARKNESS
- PAPER MARIO
- RIQA
- CRUSADERS OF MIGHT & MAGIC
- LUFIA: THE BEGINNING OF A LEGEND
- MARIO TENNIS GBC
- POCKET SOCCER
- TONIC TROUBLE
- ZELDA: TRIFORCE SERIES (2 TITLES)

NINTENDO 64
GAME BOY COLOR

Coming Next Issue...

Volume 139, December 2000

Banjo-Tooie



The feathered and furry friends are at it again next month as Banjo-Tooie glides into the pages of Nintendo Power. The big bear and his breegull buddy take a long, treacherous journey to Gruntilda's new lair, and we've got the tips and tricks to get them there.

WWF/WCW Showdown



We're pitting two new wrestling games against each other in a no-holds-barred brawl. Will WCW: Backstage Assault wipe the mat with WWF: No Mercy, or will No Mercy show...no mercy? Join us ringside in December to find out.

Paper Mario



Be sure to check out Nintendo Power next month as we take our first look at the long-awaited, highly anticipated Paper Mario. The lead character is paper-thin, but the game certainly isn't!

Donkey Kong Country



We're going ape this December as we cover the latest classic game to make the move to Game Boy Color—Donkey Kong Country!



GRAPPLING HOOK

NUCLEAR



DETONATOR

MISSILE LAUNCHER

NP BACK ISSUES

These Nintendo Power issues are available individually. Add them to your collection! Features in each issue are listed below.

Use the Back Issue/Tip Book Order Form in this issue to order past Nintendo Power issues and books, or call our Consumer Service department at 1-800-255-3700 to order by phone with Visa or MasterCard.

Volume 137 (Oct. '00): The Legend of Zelda: Majora's Mask, Army Men: Sarge's Heroes 2, Taz Express, Turok 3: Shadow of Oblivion, Disney by Design, Pokémon Gold and Silver (GB), Legend of the River King 2 (GB), Dragon Warrior I & II–Part 2 (GB), Mickey's Speedway USA Preview, Batman Beyond: Return of the Joker Preview, GAMECUBE and Game Boy Advance Space World 2000 News.

Volume 136 (Sept. '00): Pokémon Gold & Silver (GB), Gridiron Games 2001, Pokémon Puzzle League, San Francisco Rush 2049, Polaris SnoCross, Dragon Warrior I & II (GB), Perfect Dark (GB), The World Is Not Enough Preview, Army Men: Sarge's Heroes 2 Preview, Taz Express Preview, The Legend of Zelda: Majora's Mask Special.

Volume 135 (Aug. '00): Mario Tennis, Ogre Battle 64, NFL Quarterback Club 2001, Starcraft 64, Blues Brothers 2000, Stunt Racer 64, Austin Powers (GB), San Francisco Rush 2049 Preview, Disney's Donald Duck Preview, Dragon Warrior I&II Preview, Perfect Dark (GB).

Volume 134 (July '00): Kirby 64:The Crystal Shards, International Superstar Soccer 2000, Super Bowling, Warlocked (GB), Crystalis (GB), Heroes of Might & Magic (GB), Banjo-Tooie Preview, The World Is Not Enough Preview, The Legend of Zelda: Majora's Mask Preview, Mega Man 64 Preview, E3 2000 Report–Part 3.

Volume 133 (June '00): Army Men: Air Combat, Looney Tunes: Duck Dodgers Staring Daffy Duck, Indy Racing 2000, Wario Land 3 (GB), Dinosaur (GB), Gold & Glory: The Road to El Dorado (GB), Turok 3: Shadow of Oblivion Preview, Power Online, Aidyn Chronicles: The First Mage Preview, E3 2000 Report–Part 2, Warlocked Preview.

Volume 132 (May '00): Excitebike 64, Perfect Dark Multiplayer Strategy, Bomberman 64: The Second Attack!, Beast Wars: Transmetals, Looney Tunes Collector: Alert! (GB), Bomberman Max: Blue Champion/Red Challenger (GB), Metal Gear Solid (GB), Tomb Raider (GB), Hercules Preview, E3 Preview and Predictions, Looney Tunes: Duck Dodgers Staring Daffy Duck Preview, 1999 Nintendo Power Awards Winners.

Volume 131 (Apr. '00): Tony Hawk's Pro Skater, Perfect Dark, Battlezone: Rise of the Black Dogs, ECW: Hardcore Revolution, All-Star Baseball 2001, Daikatana, International Track & Field, Top Gear Hyper-Bike, Rainbow Six (GB), Pokémon Trading Card Game (GB), Excitebike 64 Preview, Army Men: Air Combat Preview, Kirby 64 Preview, Goomba Gazette.

Volume 130 (Mar. '00): Pokémon Stadium, HydroThunder, South Park Rally, Brunswick Circuit Pro Bowling, Rally Challenge 2000, Nuclear Strike 64, Blaster Master (GB), Rayman (GB), Perfect Dark, Ogre Battle Preview, Tomb Raider Preview (GB), 1999 NP Awards Nominations, Funtastic Series Colored Consoles.

Volume 129 (Feb. '00): Disney's Tarzan, Pokémon Stadium Preview, World League Soccer, PGA European Tour, Fighter Destiny 2, Ridge Racer 64, CyberTiger, Turok: Rage Wars (GB), Bionic Commando (GB), NST: Game Makers, Tony Hawk's Pro Skater Preview, Crystalis Preview.

Volume 128 (Jan. '00): Mario Party 2, 40 Winks, Millennium Predictions, Worms: Armageddon, Donkey Kong 64–Part 3, Roadsters, Supercross 2000, Bassmasters 2000, Armorines, Dragon Warrior Monsters (GB), Mission: Impossible (GB), Gex 3: Deep Pocket Gecko (GB).

Volume 127 (Dec. '99): WWF WrestleMania 2000, Toy Story 2, Castlevania: Legacy of Darkness, Donkey Kong 64–Part 2, NBA N64 Tip-Off 2000, Ready 2 Rumble, Top Gear Rally 2, Rainbow Six, Operation Y2K Countdown, Mickey's Racing Adventure (GB), *Star Wars:* Episode I: Racer (GB), Ghosts 'n' Goblins (GB).

Volume 126 (Nov. '99): Donkey Kong 64, Rocket: Robot on Wheels, Harvest Moon 64, Jet Force Gemini–Part 2, NBA Courtside 2 Featuring Kobe Bryant, Resident Evil 2, Monopoly, Earthworm Jim 3-D, BattleTanx 2, Mario Golf (GB), Survival Kids (GB).

Volume 125 (Oct. '99): Jet Force Gemini, Army Men: Sarge's Heroes, Starcraft 64, Road Rash 64, WinBack, Hot Wheels Turbo Racing, Rayman 2: The Great Escape, WCW Mayhem, Knockout Kings 2000, Pokémon Special Pikachu Edition (GB), Donkey Kong 64 In-Store Demo Strategies.

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